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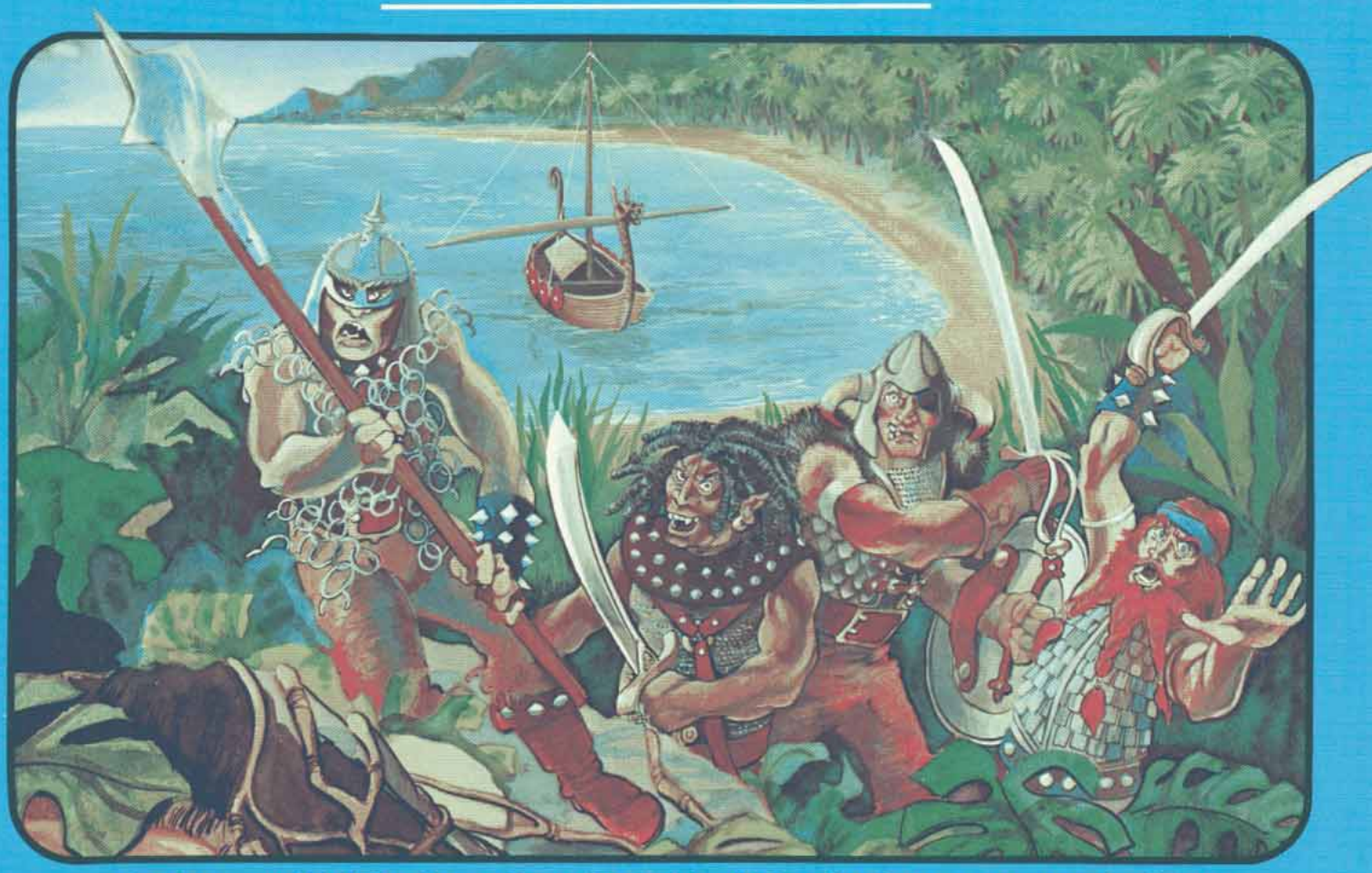
# DUNGEONS & DRAGONS®

Official Solo Adventure

## Lathan's Gold

by Merle M. Rasmussen



Anchors aweigh! The fierce Sea of Dread is all that lies between you and a fiery mountain of gold. The challenge is yours alone in this new solo adventure for character levels 4-6.

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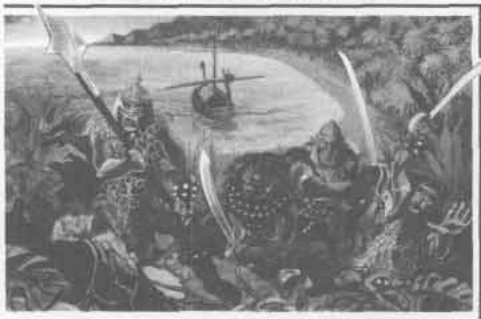
## Lathan's Gold

by Merle M. Rasmussen

**Official Solo Adventure**




Editor: Tim Kilpin
Cover Artist: Jim Roslof
Interior Artist: Jeff Easley
Graphic Designer: Ruth Hoyer

Distributed to the book trade in the United States by Random House, Inc., and in Canada by Random House of Canada, Ltd. Distributed to the toy and hobby trade by regional distributors. Distributed in the United Kingdom by TSR (UK) Ltd.



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TSR, Inc.
POB 756
Lake Geneva,
WI 53147

TSR (UK) Ltd.
The Mill, Rathmore Road
Cambridge CB14AD
United Kingdom

TSR, Inc.

ISBN 0-88038-106-X


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*Learning the ropes*

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# RULES & GUIDELINES

Square the yards and hoist the spar! You're about to set sail on an exciting solo adventure. As Lathan, you will be leading a party of bold adventurers on a quest for a store of unrefined gold, and time is your greatest enemy!

Six different quests and prerolled characters are included in the adventure. You should play the part of Lathan and go on his quest first in order to learn the system.

Before you begin play, read the text in this section. You do not have to read the interaction sequence right away, but make sure you read the rules on how to use it.

The prerolled characters and their quests are given in the Prerolled characters section. Once you have familiarized yourself with the rules, read Lathan's quest. This text will start you on your journey. Be sure to read the special procedures given at the beginning of the land and sea encounter sections before you begin reading entries.

To play this solo adventure, you will need the D&D® Basic and Expert rules, a set of polyhedral dice, paper, a pencil, and an eraser.

## Reading the actions and entries

Every time you are involved in an event or face a decision in your adventure, the text will ask you to go to an entry or an action.

Entries are numbered and lettered paragraphs that describe the physical areas of your adventure. They also describe events that occur in these areas. There are two main categories of entries: land encounters and sea encounters. The three types of land encounters are: Specularum (S) entries, urban (U) entries, and island exploration (E) entries. The three types of sea entries are: coastal (C) entries, trade route (T) entries, and voyage (V) entries.

Actions are numbered paragraphs that appear only in the interaction sequence. Actions describe the sequence of events you follow when you encounter wandering monsters. Be sure you don't confuse entries and actions. The text always tells you which of the two types you should be reading.

Each entry or action lists a series of options from which you may choose. When you come to an option that applies to your situation in the adventure, go to the indicated entry or action. For example, if you read entry **C11** and decide to dock at the city of Thyatis (entry **U4**), you would turn to and read the paragraph numbered **U4**.

## Keeping records

An Expedition Record Sheet and an NPC Party Chart appear on the inside booklet cover. You will be using these sheets during your adventure to keep track of how much money and food you have, how many NPCs you have with you, how much time you have to complete your quest, and how much damage you take in combat. Be sure to use pencil when you fill out these sheets, as the numbers will change several times during play.

Use the NPC Party Chart to keep track of the number and type of party members accompanying you on your quest. The Specularum entries direct you to make additions to this chart.

Use the Expedition Record Sheet to keep track of your character's time limit, food rations, and hit points. The prerolled character descriptions provide you with some of this information. The Specularum (S) entries also direct you to make additions to this sheet. Following are explanations of some of this sheet's columns:

*Days Remaining.* Use this column to keep track of the number of days you have left to complete your quest. Subtract the appropriate number of days from this column each time the text directs you to do so.

*Rations.* Use this column to keep a running total of the number of food rations you have left to feed to your crew-members while on the adventure. Each of your crew-members eats 1 ration per day. The text will tell you when to make deductions from this column.

*Your Hit Points.* This value may change, depending on the outcome of any individual combat in which you take part.

*Money & Treasure.* All additions to this column are measured in gold pieces (gp). "Unrefined gold" refers to raw gold, while "gold pieces" refer to minted, refined coins. Make sure you subtract the proper amount from the column each time you pay out or lose money or treasure.

*Hull Points.* Record your ship's Hull point value in this space. Certain incidents may reduce your ship's Hull point value. Be sure to subtract the lost Hull points from this column.

*Current Sea or Land Entry.* Use these columns to record the sea or land entry you are reading when you go to the interaction sequence, or when you go from a sea entry (C, T, or V entries) to a land entry (S, U, or E entries). This recordkeeping process is a guard against losing your place in the adventure. Example: You are reading entry **V47**. You decide to land on the island mentioned in the entry. You record "**V47**" in the Current Sea Entry column and go to entry **E1**. After you have finished exploring the island, the text directs you back to your "current sea entry," which you would have recorded as being entry **V47**.

## Using the ship's log

The solo adventure sections in this booklet are bounded on each side by a space marked "Ship's log." Reminders on recordkeeping and how to play certain entries are given here. You may also use the log to do arithmetic, and to make notes to yourself about a specific entry or direction.

You may write anything you wish in the ship's log. Some examples are: "Avoid **E42**," and "Sail east away from **V101**." These notes will come in especially handy when you decide to play the adventure again as a different player character.

## Encountering wandering monsters

Entry text occasionally indicates that you should roll for a wandering monster encounter. Follow this sequence of events once you have determined that you encounter a wandering monster:

*1.* Roll 1d8 and add the modifier given in the sea or land entry. If you are reading voyage (V) entries, add 9 to your die roll.

*2.* Check Table 1 to determine which monster(s) you have encountered. If you encounter more than one monster, roll the appropriate dice to find out how many monsters are in the group. Record this number in the ship's log space next to the sea or land entry where you encountered the monster. If you encounter only 1 monster, record the monster leader's hit points in this space.

*3.* Record your current sea or land entry on the Expedition Record Sheet.

*4.* Go to the interaction sequence and read action **1**. All wandering monster encounters are covered in this sequence.

*5.* When you have resolved the wandering monster encounter, record any treasure additions or party losses on your record sheets, and return to your current sea or land entry.

You and your party may use certain defeated monsters as rations. Table 2 lists the number of rations each defeated monster provides. You must use these rations on the same day you defeat the monster. If you cannot use all of the rations provided by the monster in one day, the unused portions are considered to be spoiled and inedible.

TABLE 1
WANDERING MONSTERS

| Die Roll | Monster |
|---|---|
| 1 | Medusa (1-4): AC 8; HD 4. Leader: AC 8; HD 4; hp 17; DM 1-6; Saving throw vs. spells 12 |
| 2 | Blink Dogs (4-9): AC 5; HD 4. Leader: AC 5; HD 4; hp 21; DM 1-6; Saving throw vs. spells 14 |
| 3 | Traders (1-20): AC 5; HD 1. Leader: AC 5; HD 1; hp 7; DM 1-8; Saving throw vs. spells 16 |
| 4 | Cyclopes (1-4): AC 5; HD 13. Leader: AC 5; HD 13; hp 54; DM 3-30; Saving throw vs. Spells 9 |
| 5 | Giant Draco Lizards (1-8): AC 5; HD 4 +2. Leader: AC 5; HD 4 + 2; hp 23; DM 1-10; Saving throw vs. spells 16 |
| 6 | Pit Vipers (1-8): AC 6; HD 2. Leader: AC 6; HD 2; hp 11; DM 1-4; Saving throw vs. spells 16 |
| 7 | Stirges (3-36): AC 7; HD 1. Leader: AC 7; HD 1; hp 4; DM 1-3; Saving throw vs. spells 14 |
| 8 | Flame Salamanders (2-8): AC 2; HD 8. Leader: AC 2; HD 8; hp 33; DM 1-6; Saving throw vs. spells 12 |
| 9 | Beetle Insect Swarm (1): AC 5; HD 7; Saving throw vs. spells 17 |
| 10 | Flying Hydra (1): AC 5; HD 7; hp 32; DM 7-70; Saving throw vs. spells 12 |
| 11 | Harpies (2-8): AC 7; HD 3. Leader: AC 7; HD 3; hp 16; DM 1-4; Saving throw vs. spells 14 |
| 12 | Salt Water Termites (2-7): AC 5; HD 4. Leader: AC 5; HD 4; hp 10; DM 1-6; Saving throw vs. spells 16 |
| 13 | Mermen (1-20): AC 6; HD 1. Leader: AC 6; HD 2; hp 6; DM 1-6; Saving throw vs. spells 14 |
| 14 | Sea Snakes (1-8): AC 6; HD 3. Leader: AC 6; HD 3; hp 17; DM 1; Saving throw vs. spells 14 |
| 15 | Buccaneers (31-50): AC 5; HD 1. Leader: AC 5; HD 7; hp 41; DM 1-8; Saving throw vs. spells 12 |
| 16 | Traders (1-20): AC 5; HD 1. Leader: AC 5; HD 1; hp 7; DM 1-8; Saving throw vs. spells 16 |
| 17 | Pirates (31-50): AC 5; HD 1. Leader: AC 5; HD 5; hp 20; DM 1-8; Saving throw vs. spells 14 |
| 18 | Ogres (2-12): AC 5; HD 4 +1. Leader: AC 5; HD 4 +1; hp 15; DM 1-4 +2; Saving throw vs. spells 14 |
| 19 | Ghouls (2-16): AC 6; HD 2. Leader: AC 6; HD 2; hp 6; DM 1-3; Saving throw vs. spells 16 |
| 20 | Skeletons (3-30): AC 7; HD 1. Leader: AC 7; HD 1; hp 5; DM 1-6; Saving throw vs. spells 16 |
| 21 | Traders (1-20): AC 5; HD 1. Leader: AC 5; HD 1; hp 7; DM 1-8; Saving throw vs. spells 16 |
| 22 | Bandits (3-30): AC 6; HD 1. Leader: AC 6; HD 3; hp 6; DM 1-4; Saving throw vs. spells 15 |

## Using the interaction sequence

Use this section whenever you fight wandering monsters. Many choices are provided here. You may decide to try to talk to the monsters rather than fight them. If you do fight monsters, you may either fight them alone, send out a fighting party, or lead a fighting party of your own. Fighting parties can never be made up of more than a number equal to your Charisma score. Parties may be made up of either crew-members or mariners, but never both together.

### Combat charts

Whenever the phrase, "consult the combat charts" appears in the interaction sequence, refer to the charts given on the inside module cover. Follow this sequence when determining the outcome of combat:

*1.* If a fighting party is attacking monsters, average the party members' Hit Dice and Armor Class values. You may do the math in the space next to the sea or land entry where you encountered the monsters. If you are fighting alone, use the Armor Class and Hit Dice values listed on your character sheet.

*2.* Go to the Attacker Chart. Cross-reference you or your party's Hit Dice with the number of attackers (1-18, monsters may have groups as large as 150). The result will be a letter.

*3.* Go to the Defender Chart. Cross-reference the monsters' Armor Class (taken from Table 1) with the number of monsters facing the party. This result will be a number.

*4.* Go to the Group Combat Chart if a fighting party is involved, or the Single Combat Chart if you are fighting alone. If a party is fighting a single monster, refer to the Single Combat Chart.

Cross-reference the results from the Attacker and Defender charts. On the Group Combat Chart, the result will be one of the following: **A** — all defenders defeated; **N** — no defenders defeated; **1/4, 1/2, 3/4** — a fraction of defenders defeated. When you subtract a fraction of a monster's group members, round the number of monsters to the nearest whole.

On the Single Combat Chart, the numbers given indicate the number of hit points the defender loses in the attack. If "N" is the result, the defender loses no hit points.

*Optional:* If you are fighting one monster, you may also include any extra hit point damage you cause by using a weapon. Use the Variable Weapon Damage Table (Expert rule book, p. 29) to see how much additional damage your weapon causes.

Subtract the number of monsters defeated, or subtract the hit points lost, from the notes you made in the ship's log. If the monster leader's hit points reach 0, the monster is defeated.

*5.* When monsters attack you or your party, repeat the process. Use the monsters' Hit Dice and number of attackers on the Attacker Chart, and use your party's average Armor Class and number of party members on the Defender Chart. If you're fighting alone and a monster hits you, the monster's damage modifier (DM) may also be added to the damage done to you.

### Combat example

You are an elf, carrying a sword. You've determined that you are facing a group of 4 giant draco lizards. You decide to lead a party of 3 mariners in battle against the lizards.

Your party consists of two fighters and a magic-user. Average your combat values (AC 6, HD 4) with the party members' combat values (AC 2, HD 5; AC 2, HD 5; AC 9; HD 6). Your average combat values are: AC 5, HD 5.

You attack the lizards! Cross-reference the "4-7" row on the Attacker Chart with the "4+ to 5" column. The result is "G."

Go to the Defender Chart and cross-reference the lizard's Armor Class (5) with the number of lizards in the group (4). The result is "7."

Go to the Group Combat Chart. Cross-reference the "G" with the "7." The result is "3/4" Three of the four lizards have been defeated.

The remaining lizard now attacks your party. Use the lizard leader's statistics (given on Table 1) from now on.

Go to the Attacker Chart. Cross-reference the lizard's Hit Dice (4+ to 5) with the number of attackers (1). The result is "E." On the Defender Chart, reference the party's Armor Class (5) with the number of defenders (4-7).

The result is "7."

On the Group Combat Chart, the result of cross-referencing G and 7 is "½." Two members of your party have been defeated. After reading the next action, you discover that you survive the attack. However, you must decide which two party members you must subtract from your party.

If you subtract the magic-user and one of the fighters, your party's new combat values are now AC 4, HD 5. You attack the lizard. Your Attacker Chart result is "F." The lizard's Defender Chart result is "5." Cross-reference these results on the Single Combat Chart, as there is only one defender. The result is "16."

You may also add your sword's variable weapon damage (1-8) to this result. You roll a 6. You have inflicted 22 (16 + 6) hit points of damage. The lizard leader only had 17 hit points. You have defeated the lizard! Now you may collect the lizard's treasure and return to your current sea or land entry.

### The interaction sequence

**1.** Record your current sea or land entry. When you encounter wandering monsters, you may choose to fight or not to fight. If you are going to fight, read action **2**. If you are not going to fight, read action **78**.

**2.** You may fight wandering monsters alone, or you may fight monsters as a party. If you want to fight alone, read action **3**.

You may decide to lead fighting parties, or you may send them out on their own. If you lead a fighting party of crew-members, read action **39**. If you lead a party of mariners, read action **40**.

If you send out crew-members and stay behind, read action **41**. If you send out mariners and stay behind, read action **42**. You cannot send out a fighting party that is a mixture of crew-members and mariners.

**3.** Groups of wandering monsters always have leaders. If you can defeat the group's leader, the other monsters become demoralized and will flee. *If the monster you are fighting is:*

a medusa, read action **4**.
a pit viper, read action **5**.
a flame salamander, read action **6**.
an insect swarm, read action **7**.
a flying hydra, read action **8**.
a harpy, read action **9**.
a salt water termite, read action **10**.
a sea snake, read action **11**.
a ghoul or skeleton, read action **12**.
another monster, read action **13**.

**4.** You must make a saving throw vs. turn to stone. If you fail, your joints begin to stiffen, your arms begin to feel heavy, and Paco says, "nice statue." Read action **29**.

If your saving throw succeeds, you may either fight the medusa (action **11**) or retreat (action **27**).

**5.** The monster attacks you! Consult the combat charts. If the monster hits you, read action **31**. If the monster missed you, you may either fight it (action **11**) or retreat (action **27**).

**6.** If you are a cleric, elf, or magic-user, or if you have a magic weapon, read action **13**. Otherwise, read action **19**.

**7.** A swarm of insects buzzes around your head! You can try to run through or swat at the swarm with a weapon (action **21**), stand in the swarm and swat with your hands (action **22**), or retreat (action **23**).

**8.** You attack the flying hydra! Consult the combat charts. If you defeat the hydra, read action **30**. If you do not defeat it, read action **24**.

**9.** You must make a saving throw vs. spells. If you fail, you are overcome by a sudden, uncontrollable urge to dive into the sea. Within seconds, you run out of air and pass out. Read action **14**.

If your saving throw succeeds, you may either fight the harpy (action **13**) or retreat (action **18**).

**10.** You attack the termite! Consult the combat charts. If you hit the termite, read action **15**. If you miss, read action **16**.

**11.** You attack the monster! Consult the combat charts. If you defeat the monster, read action **30**. If you do not defeat it, read action **5**.

**12.** If you are a cleric, you automatically turn this undead creature! Read action **30**. If you are not a cleric, you must fight the creature. If it is a ghoul, read action **32**. If it is a skeleton, read action **13**.

**13.** You attack the monster! Consult the combat charts. If you defeat the monster, read action **30**. If not, read action **17**.

**14.** You wake, coughing up water and trying to breathe. A small herd of dolphins has pinned your arms to your sides. You are too weak to fight the friendly beasts as they push you through the waves. Many hours later, the beasts nudge you toward a small island. They gently shove you into shallow water and swim away. Your ship, holding your party and possessions, is nowhere to be seen. Read action **119**.

**15.** You have defeated the salt water termite! Read action **30**.

**16.** The salt water termites attack your ship, causing 1d6 points of hull damage. Subtract this damage from the ship's Hull points. Return to your current sea or land entry.

**17.** The monster attacks you! Consult the combat charts. If your hit points reach 0, read action **29**. If you have not been defeated, you may either continue fighting (action **13**), or you may retreat (action **18**).

**18.** The monster attacks you as you retreat. Consult the combat charts. If your hit points reach 0, read action **29**. If you have not been defeated, read action **1**.

**19.** Normal weapons do no damage to flame salamanders. The flame salamander attacks you! Consult the combat charts. If your hit points reach 0, read action **29**. If you have not been defeated, you may either continue fighting (action **20**), or you may retreat (action **18**).

**20.** Paco screams, "Flee! Flee!" If you heed the parrot's warning, read action **18**. If not, read action **19**.

**21.** You take 1 hit point of damage from the insect swarm, but you have defeated them. Return to your current sea or land entry.

**22.** You take 2 hit points of damage from the insect swarm. Read action **7**.

**23.** You take 1 hit point of damage from the insect swarm, but you have escaped! Return to your current sea or land entry.

**24.** Roll 3d6. If the number rolled is greater than your Dexterity score, read action **25**. If the number rolled is less than or equal to your Dexterity score, you may either continue fighting the hydra (action **8**), or you may retreat (action **26**).

**25.** The flying hydra swoops down and picks you up in one of its mouths. Its huge, crushing teeth pin your arms to your sides. You try to fight back as the monster glides over the ocean. Many hours later, the flying hydra drops you on a sandy beach. The fall does not harm you, although the hydra's grip has left you bruised and sore. The hydra wheels away, leaving you alone. Your ship, holding your party and possessions, is nowhere to be seen. Read action **119**.

**26.** Roll 4d6. If the number rolled is greater than your Dexterity score, read action **25**. If the number rolled is less than or equal to your Dexterity score, read action **1**.

**27.** The monster attacks you as you retreat!

Consult the combat charts. If the monster hits you, read action **28**. If the monster misses you, read action **1**.

**28.** You must make a saving throw vs. poison. If you fail, read action **29**. If you succeed, check to see how many hit points you lost in the monster's last attack. If your hit points reach 0, read action **29**. If you have not been defeated, read action **1**.

**29.** Your character is defeated. Paco carries your ship's log back to Specularum.

You may now select a new player character to try to complete the defeated character's goal, or you may select a new adventure for your new character (go to the Prerolled characters section).

**30.** Consult Table 2 to see what the defeated monsters have left behind.

The monster has been defeated. If this encounter took place at the dock of a city or on the shore of an island, you may land. If not, you may pass. Return to your current sea or land entry.

**TABLE 2**
**MONSTER TREASURE & RATIONS**

| Monster | Treasure | Rations |
|---|---|---|
| Bandits | 300 gp ea. | None |
| Blink Dogs | 85 gp ea. | 25 ea. |
| Buccaneers | 340 gp ea., 250 rations | None |
| Cyclopes | 1,875 gp ea. | None |
| Flame Salamanders | 950 gp ea. | None |
| Flying Hydra | 2,000 gp | 400 |
| Ghouls | 125 gp ea. | None |
| Giant Draco Lizards | 300 gp ea. | 50 ea. |
| Harpies | 95 gp ea. | None |
| Insect Swarms | None | None |
| Medusas | 1,900 gp ea. | None |
| Mermen | 850 gp ea. | None |
| Ogres | 175 gp ea. | None |
| Pirates | 340 gp ea., 200 rations | None |
| Pit Vipers | None | 5 ea. |
| Salt Water Termites | None | None |
| Sea Snakes | None | 5 ea. |
| Skeletons | None | None |
| Stirges | 7 gp ea. | 2 ea. |
| Traders | 850 gp ea., 300 rations | None |

**31.** You must make a saving throw vs. poison. If you fail, read action **29**. If you succeed, check to see how many hit points you lost in the monster's last attack. If your hit points reach 0, read action **29**. If you have not been defeated, you may either continue fighting (action **11**), or you may retreat (action **27**).

**32.** You attack the ghoul! Consult the combat charts. If you defeat the ghoul, read action **30**. If not, read action **33**.

**33.** The ghoul attacks, trying to paralyze you! If the ghoul hits you and you are an elf, read action **34**. If the ghoul hits you and you are not an elf, read action **35**. If the ghoul misses you, read action **32**.

**34.** The ghoul cannot paralyze you! Check to see how how many hit points you lost in the ghoul's last attack. If your hit points reach 0, read action **29**. If you have not been defeated, you may either continue fighting (action **32**), or you may retreat (action **36**).

**35.** You must make a saving throw vs. paralysis. If you fail, read action **29**. If you succeed, check to see how many hit points you lost in the ghoul's last attack. If your hit points reach 0, read action **29**. If you have not been defeated, you may either continue fighting (action **32**), or you may retreat (action **36**).

**36.** The ghoul attacks as you retreat, trying to paralyze you! If the ghoul hits you and you are an elf, read action **37**. If the ghoul hits you and you are not an elf, read action **38**. If the ghoul misses you, read action **1**.

**37.** The ghoul cannot paralyze you! Check to see how many points you lost in the ghoul's last attack. If your hit points reach 0, read action **29**. If you have not been defeated, read action **1**.

**38.** You must make a saving throw vs. paralysis. If you fail, read action **29**. If you succeed, check to see how many hit points you lost in the ghoul's last attack. If your hit points reach 0, read action **29**. If you have not been defeated, read action **1**.

**39.** Decide how many crew-members are going to accompany you in the fighting party (no more than a number equal to your Charisma). Average your Hit Dice and Armor Class with the rest of the crew-members to determine your fighting party's combat values. Read action **43**.

**40.** Decide how many mariners are going to accompany you in the fighting party (no more than a number equal to your Charisma). Mariners have variable Armor Class and Hit Dice values. Combine your Hit Dice and Armor Class with the other mariners you have selected, and use these averages as your fighting party's combat values. Read action **43**.

**41.** Decide how many crew-members you want to send out in the fighting party (no more than a number equal to your Charisma). Read action **43**.

**42.** Decide how many mariners you want to send out in the fighting party (no more than a number equal to your Charisma). Mariners have variable Armor Class and Hit Dice values. Average these values to determine the fighting party's combat values. Read action **43**.

**43.** *If the wandering monster is:*
- a medusa, read action **44**.
- a pit viper, read action **45**.
- a flame salamander, read action **46**.
- an insect swarm, read action **47**.
- a flying hydra, read action **48**.
- a harpy, read action **49**.
- a salt water termite, read action **50**.
- a sea snake, read action **51**.
- a ghoul or skeleton, read action **52**.
- another monster, read action **53**.

**44.** You must make a saving throw vs. turn to stone for each character class represented in your fighting party.

*If you are leading the party and:*
- you fail the saving throw for your class, read action **29**.
- all or some of the other classes fail their saving throws, read action **54**.
- no classes fail their saving throws, you may either fight the monster (action **51**) or retreat (action **55**).

*If you are not leading the party and:*
- some or none of the classes fail their saving throws, subtract the defeated party members from the NPC Party Chart and read action **51**.
- all classes fail their saving throws, subtract the defeated party members from the NPC Party Chart and read action **1**.

**45.** The monsters attack your party!

*If you are leading the party and:*
- all party members are defeated, read action **29**.
- some party members are defeated, read action **57**.
- no party members are defeated, you may either fight (action **51**) or retreat (action **58**).

*If you are not leading the party and:*
- all party members are defeated, subtract the number defeated from the NPC Party Chart and read action **1**.
- some party members are defeated, subtract the defeated party members from the NPC Party Chart and read action **51**.
- no party members are defeated, read action **51**.

**46.** If the fighting party has elves, magic-

users, clerics, or members having magic weapons, read action **60**. If not, read action **61**.

**47.** A swarm of insects buzzes around your party. If the party runs through the insect swarm, read action **64**. If the party attacks the swarm, read action **65**. If you are leading the party, you may retreat (action **66**).

**48.** Your party attacks the flying hydra! If the party defeats the hydra, read action **30**. If the party does not defeat the hydra, read action **67**.

**49.** You must make a saving throw vs. spells for each character class represented in your fighting party.

*If you are leading the party and:*
- you fail the saving throw for your class, you feel the sudden, uncontrollable urge to dive into the water. Read action **14**.
- all other classes fail their saving throw, subtract the defeated party members from the NPC Party Chart and read action **1**.
- some or none of the classes fail their saving throws, subtract any defeated party members from the NPC Party Chart. You may either fight the harpies (action **53**) or retreat (action **55**).

*If you are not leading the party and:*
- some or none of the classes fail their saving throws, subtract the defeated party members from the NPC Party Chart and read action **53**.
- all classes fail their saving throws, subtract the defeated party members from the NPC Party Chart and read action **1**.

**50.** Your party attacks the termites! If the party defeats all the termites, read action **30**. If not, read action **70**.

**51.** Your party attacks the monsters! If the party defeats all of the monsters, read action **30**. If not, read action **45**.

**52.** If there are clerics in your fighting party, the undead creatures are turned and flee. Read action **30**. *If there are no clerics in the party:*
- read action **53** if the monsters are skeletons.
- read action **71** if the monsters are ghouls.

**53.** Your party attacks the monsters! If the party defeats all of the monsters, read action **30**. If not, read action **68**.

**54.** Subtract the defeated party members from the NPC Party Chart. If you are alone, you may either continue fighting (action **11**), or you may retreat (action **27**).

If one or more members of your fighting party is left, you may either continue fighting (action **51**), or you may retreat (action **55**).

**55.** The monsters attack your party as you retreat! If all party members are defeated, read action **29**. If some party members are defeated, read action **56**. If no party members are defeated, read action **1**.

**56.** You are not among the defeated party members. Subtract the defeated party members from the NPC Party Chart and read action **1**.

**57.** You must make a saving throw vs. poison. If you fail, read action **29**. If you succeed, you are not among the defeated party members. Subtract the defeated party members from the NPC Party Chart. If you are alone, you may either continue fighting (action **13**), or you may retreat (action **18**).

If you succeed in your saving throw and one or more members of your fighting party is left, you may either continue fighting (action **51**), or you may retreat (action **58**).

**58.** The monsters attack your party as you retreat! If all party members are defeated, read action **29**. If some party members are defeated, read action **59**. If no party members are defeated, read action **1**.

**59.** You must make a saving throw vs. poison. If you fail, read action **29**. If you succeed, subtract the defeated party members from the NPC Party Chart and read action **1**.

**60.** The elves, magic-users, and clerics using spells, and the party members having magic weapns are the only party members who can attack the salamander. Average these members' Armor Class and Hit Dice values, and consult the combat charts.

If the party defeats all of the salamanders, read action **30**. If not, read action **61**.

**61.** Normal weapons do no damage to flame salamanders. The flame salamanders attack your party! Consult the combat charts.

*If you are leading the party and:*
- all party members are defeated, read action **29**.
- some party members are defeated, read action **62**.
- no party members are defeated, you may either continue fighting (action **60**), or you may retreat (action **63**).

*If you are not leading the party and:*
- all party members are defeated, subtract the number of defeated party members from the NPC Party Chart and read action **1**.
- some or none of the party members are defeated, subtract any defeated party members from the NPC Party Chart and read action **60**.

**62.** You are not among the defeated party members. If you are alone, read action **1**. If one or more members of your fighting party is left, you may either continue fighting (action **60**), or you may retreat (action **63**).

**63.** The monsters attack your party as you retreat! Consult the combat charts. If all party members are defeated, read action **29**. If some party members are defeated, read action **56**. If no party members are defeated, read action **1**.

**64.** The party takes minimal damage and loses no members. Return to your current sea or land entry.

**65.** The party loses one member to the insect swarm. Subtract the member from the NPC Party Chart and read action **47**.

**66.** The party loses one member to the insect swarm. Subtract the member from the NPC Party Chart and read action **1**.

**67.** Three members of your fighting party are carried away by the flying hydra. If you are a member of the fighting party, read action **25**. If you are not a member of the party, subtract 3 party members from the NPC Party Chart and return to your current sea or land entry.

**68.** The monsters attack your party! Consult the combat charts.

*If you are leading the party and:*
- all party members are defeated, read action **29**.
- some party members are defeated, read action **69**.
- no party members are defeated, you may either continue fighting (action **53**), or you may retreat (action **55**).

*If you are not leading the party and:*
- all party members are defeated, subtract the defeated party members from the NPC Party Chart and read action **1**.
- some or none of the party members are defeated, subtract any defeated party members from the NPC Party Chart and read action **53**.

**69.** You are not among the defeated party members. If you are alone, you may either continue fighting (action **13**), or you may retreat (action **18**). If one or more members of your fighting party is left, you may either continue fighting (action **53**), or you may

retreat (action **55**).

**70.** All surviving salt water termites attack your ship. Each termite does 1d6 points of damage to the hull. Subtract the damage from the ship's Hull points. The termites then flee. Return to your current sea or land entry.

**71.** Your party attacks the ghouls! Consult the combat charts. If the party defeats all of the ghouls, read action **30**. If not, read action **72**.

**72.** The ghouls attack your party! Consult the combat charts.

*If you are leading the party and:*
- all party members are defeated, read action **29**.
- some party members are defeated, read action **75**, if you are an elf. If you are not an elf, read action **74**.
- no party members are defeated, you may either continue fighting (action **71**), or you may retreat (action **73**).

*If you are not leading the party and:*
- all party members are defeated, subtract the defeated members from the NPC Party Chart and read action **1**.
- some or none of the party members are defeated, subtract any defeated party members from the NPC Party Chart and read action **71**.

**73.** The ghouls attack you as you retreat! Consult the combat charts. If all party members are defeated, read action **29**. If some party members are defeated, read action **77** (if you are an elf) or action **76** (if you are not an elf). If no party members are defeated, read action **1**.

**74.** You must make a saving throw vs. paralysis for each character class represented in your fighting party.

If you fail the saving throw for your class, read action **29**.

If all other classes fail their saving throws, subtract the defeated party members from the NPC Party Chart. If you are now alone, you may either continue fighting (action **32**), or you may retreat (action **36**). If one or more members of your fighting party is left, you may either continue fighting (action **71**), or you may retreat (action **73**).

If some or none of the classes fail their saving throws, subtract any defeated party members from the NPC Party Chart. If you want to continue fighting, read action **71**. If you want to retreat, read action **73**.

**75.** The ghouls try to paralyze you and any other elves in your party, but they fail! You must make a saving throw vs. paralysis for all other character classes represented in the fighting party.

If any classes fail their saving throws, subtract the defeated party members from the NPC Party Chart. If you are now alone, you may either continue fighting (action **32**), or you may retreat (action **36**).

If one or more members of your fighting party is left, you may either continue fighting (action **71**), or you may retreat (action **73**).

**76.** You must make a saving throw vs. paralysis for each character class represented in your fighting party.

If you fail the saving throw for your class, read action **29**.

If any other classes fail their saving throws, subtract the defeated party members from the NPC Party Chart and read action **1**.

If no classes fail their saving throws, read action **1).**

**77.** The ghouls try to paralyze you and any other elves in your party, but they fail! You must make a saving throw vs. paralysis for all other character classes represented in the fighting party.

If any classes fail their saving throws, subtract the defeated party members from the NPC Party Chart and read action **1**.

If no classes fail their saving throws, read action **1**.

**78.** If your encounter takes place at the dock of a city or on the shore of an island, and if the monsters encountered are traders, read action **79**. Otherwise, read action **82**.

**79.** If you speak to the traders in Common or Neutral, read action **81**. If you speak to the traders in any other language, or if you do not speak to them at all, read action **80**.

**80.** The traders quickly sail away. Return to your current sea or land entry.

**81.** The traders may sell you up to 100 rations at 2 gp per ration. If you are stranded or adrift, the traders transport you to Specularum in 2d10 days.

You may hire the traders and rent their boat for 10 gp per trader. However, you must hire all of them and pay in advance, or none of them will sail with you. Return to your current sea or land entry.

**82.** *If the wandering monsters are:*
- bandits, read action **83**.
- buccaneers, read action **84**.
- cyclopes, read action **85**.
- harpies, read action **86**.
- medusas, read action **87**.
- mermen, read action **88**.
- ogres, read action **89**.
- pirates, read action **90**.
- traders, read action **79**.
- others, read action **91**.

**83.** If you speak to bandits in Chaotic, Common, or Neutral, read action **92.** If you speak to bandits in any other language, or if you do not speak to them at all, read action **93.**

**84.** If you speak to the buccaneers in Chaotic, Common, or Neutral, read action **101.** If you speak to the buccaneers in any other language, or if you do not speak to them at all, read action **102**.

**85.** If you speak to the cyclopes in Chaotic or Giant, read action **97**. If you speak to the cyclopes in any other language, or if you do not speak to them at all, read action **98**.

**86.** If you speak to the harpies in Chaotic or Harpy, read action **105**. If you speak to the harpies in any other language, or if you do not speak to them at all, read action **2**.

**87.** If you speak to the medusas in Chaotic or Medusa, read action **107**. If you speak to the medusas in any other language, or if you do not speak to them at all, read action **2**.

**88.** If you speak to the mermen in Mermen or Neutral, read action **109**. If you speak to the mermen in any other language, or if you do not speak to them at all, read action **110**.

**89.** If you speak to the ogres in Chaotic or Giant, read action **111**. If you speak to the ogres in any other language, or if you do not speak to them at all, read action **100**.

**90.** If you speak to the pirates in Chaotic, Common, or Neutral, read action **113**. If you speak to the pirates in any other language, or if you do not speak to them at all, read action **114**.

**91.** If the wandering monsters are blink dogs, a flying hydra, giant draco lizards, insect swarms, pit vipers, salt water termites, sea snakes, or stirges, read action **99**. If the wandering monsters are flame salamanders, ghouls, or skeletons, read action **117**.

**92.** Roll 3d6. If the number rolled is greater than your Charisma score, read action **93**. If the number rolled is less than or equal to your Charisma score, read action **94**.

**93.** If there are two or more bandits for each member of your fighting party, the bandits attack your party. Read action **2**.

If there are fewer than two bandits for each member of your fighting party, read action **94**.

**94.** Roll 3d6. If the number rolled is greater than your Wisdom score, read action **95**. If the number is less than or equal to your Wisdom score, read action **96**.

**95.** The bandits run away, taking 1/10 of your money and treasure. Subtract this amount from the Money and Treasure column on your Expedition Record Sheet. Read action **96**.

**96.** If you are at the dock of a city or on the shore of an island, you may pass the monsters and land. Return to your current sea or land entry. Otherwise, you may pass the monsters and return to your current sea or land entry.

**97.** Roll 3d6. If the number rolled is greater than your Intelligence score, read action **98**. If the number rolled is less than or equal to your Intelligence score, you have outsmarted the cyclopes by trickery. Read action **96**.

**98.** If you said anything to the cyclopes in any language, the cyclopes are confused. Read action **99**. If you said nothing to the cylcopes, they attack you. Read action **2**.

**99.** These wandering monsters attack unless you throw something out to distract them. Roll 1d10. If you throw out this amount or more of rations, subtract the amount from the Rations column on your Expedition Record Sheet, and read action **96**.

If you throw out the rolled amount or more of gold pieces (in money or treasure), subtract the amount from the Money and Treasure column on your Expedition Record Sheet, and read action **112**.

If you do not throw out any rations or treasure, or if you throw out less than the rolled amount, the monsters attack. Subtract the amount thrown out, if any, from your Expedition Record Sheet and read action **2**.

**100.** The ogres attack immediately! Read action **2**.

**101.** Roll 3d6. If the number rolled is greater than your Charisma score, read action **102**. If the number rolled is less than or equal to your Charisma score, read action **103**.

**102.** If there are three or more buccaneers for each member of your party, read action **104**. If there are between two and three buccaneers for each member of your party, the buccaneers attack. Read action **2**.

If there are fewer than two buccaneers for each member of your party, read action **96**.

**103.** Roll 3d6. If the number rolled is greater than your Wisdom score, read action **102**. If the number rolled is less than or equal to your Wisdom score, you detect an ambush. Read action **96**.

**104.** You are badly outnumbered. The buccaneers ambush you and take your ship, carrying away with them all of your rations and treasure. If you are at the dock of a city or on the shore of an island, you are stranded. If not, you are adrift. In either case, return to your current sea or land entry.

**105.** Roll 3d6. If the number rolled is greater than your Charisma score, read action **2**. If the number rolled is less than or equal to your Charisma score, read action **106**.

**106.** Roll 1d10. The harpies ask for this amount of rations or gold pieces (in money or treasure). If you give the harpies this amount or more, read action **96**. If not, the harpies attack. Read action **2**.

**107.** Roll 3d6. If the number rolled is greater than your Charisma score, read action **2**. If the number rolled is less than or equal to your Charisma score, read action **108**.

**108.** Roll percentile dice (d%). The medusas ask for this amount in gold pieces (in money or treasure). If you give the medusas this amount or more, read action **96**. If not, the medusas attack. Read action **2**.

**109.** Roll 3d6. If the number rolled is greater than your Charisma score, read action **110**. If the number rolled is less than or equal to your Charisma score, read action **96**.

**110.** Each of the mermen causes 1 point of hull damage to your ship as it floats over them. Subtract the damage from your ship's Hull points. The mermen then swim away. Read action **96**.

**111.** Roll 3d6. If the number rolled is greater than your Charisma score, read action **100**. If the number rolled is less than or equal to your Charisma score, read action **96**.

**112.** The approaching monsters are not slowed by your sacrifice. If you decide to throw out more gold, or if you decide to throw out rations, read action **99**. If you decide to attack or not throw out anything, read action **2**.

**113.** Roll 3d6. If the number rolled is greater than your Charisma score, read action **114**. If the number rolled is less than or equal to your Charisma score, read action **115**.

**114.** If there are three or more pirates for each member of your party, read action **116**. If there are between two and three pirates for each member of your party, the pirates attack. Read action **2**.

If there are fewer than two pirates for each member of your party, read action **96**.

**115.** Roll 3d6. If the number rolled is greater than your Wisdom score, read action **114**. If the number rolled is less than or equal to your Wisdom score, you detect an ambush. Read action **96**.

**116.** Your party is badly outnumbered. The pirates ambush you and take your ship, carrying away with them all of your rations and treasure. If you are at the dock of a city or on the shore of an island, you are stranded. Return to your current sea or land entry. If you are not at a dock or on shore, the pirates capture you and put you in irons. In 2d10 days, the pirates take you to Fort Doom. Read entry **U7**.

**117.** These wandering monsters attack unless you throw something out to distract them. Roll 1d10. If you throw out this amount or more of rations, subtract the amount from the Rations column on the Expedition Record Sheet, and read action **118**.

If you throw out the rolled amount or more of gold pieces (in money or treasure), subtract the amount from the Money and Treasure column on the Expedition Record Sheet, and read action **96**.

If you do not throw out any rations or treasure, or if you throw out less than the rolled amount, the monsters attack. Subtract the amount thrown out, if any, from the Expedition Record Sheet, and read action **2**.

**118.** The wandering monsters are not slowed by your sacrifice. If you decide to throw out more rations, or if you decide to throw out gold or treasure, read action **117**.

If you decide to attack or not throw out anything, read action **2**.

**119.** To find out where you are, roll 1d6 and refer to Table 3.

**TABLE 3**
**VOYAGE LOCATIONS**

| Die Roll | Location |
|---|---|
| 1 | Read entry E1. |
| 2 | Read entry E4. |
| 3 | Read entry E5. |
| 4 | Read entry E6. |
| 5 | Read entry E7. |
| 6 | Read entry E9. |

## Using magic

Certain player characters may use magical spells on their solo adventures. Use the fol-

lowing guidelines when casting magical spells:

* You may cast a spell whenever you are fighting alone during the interaction sequence. If the sequence indicates that it is your turn to attack, you may cast a spell instead of using the combat charts.

* You may cast a *charm person* spell when you are in an urban area recruiting party members.

Some spell's effects have been altered to suit this adventure. Each spell may be used only once per day.

### First level magic-user and elf spells

*Charm person.* This spell may affect one living bandit, buccaneer, cleric, dwarf, elf, fighter, ogre, pirate, thief, or trader. The victim makes a saving throw vs. spells. If the saving throw succeeds, the spell has no effect. *If the saving throw fails and:*

- the victim is a merman or ogre leader, the leader and his followers do not attack. Only the leader gives you its treasure.
- the victim is a bandit, buccaneer, or pirate leader, the leader and his followers join your party at no cost, if you want them.
- the victim is a cleric, dwarf, elf, fighter, halfling, or thief, the victim joins your party at no cost, if you want him.

*Sleep.* This spell only affects 2d8 Hit Dice of the following: bandits, blink dogs, buccaneers, harpies, medusas, mermen, ogres, pirates, pit vipers, salt water termites, sea snakes, stirges, and traders. No saving throws are allowed. If the victim is a wandering monster leader, the leader is defeated and all of his followers flee.

### Second level magic-user and elf spells

*Continual light.* You may cast this spell at any one creature's eyes. The victim must make a saving throw vs. spells. If the saving throw fails, the victim is blinded and defeated. If the saving throw succeeds, the globe of light appears, but the intended victim suffers no ill effects.

*Levitate.* You may cast this spell on yourself when you are retreating during the interaction sequence. If the monster you are fleeing cannot fly, go to action 1. The spell has no effect if the monster you are fleeing can fly.

You may also use this spell to scout out the surrounding area when you are at sea. You may read ahead to the entries listed in your current sea entry without actually sailing to any of the entries.

### First level clerical spells

*Cure light wounds.* You may cast this spell on yourself to heal 1d6+1 points of damage, or to immediately remove the effects of a failed saving throw vs. paralysis. You cannot use the spell for both effects at the same time, nor can you heal yourself to a hit point total greater than your original total.

*Purify food and water.* You may use this spell to purify up to 21 worm and beetle-infested rations. you may also make rations provided by a monster you defeated last more than 1 day.

### Second level clerical spells

*Hold person.* You may use this spell to paralyze up to four bandits, buccaneers, mermen, ogres, pirates, thieves, or traders. Victims must make saving throws vs. spells. A penalty of -2 is assessed to a single victim's saving throw. Each paralyzed victim is considered to be defeated. If the victim is a wandering monster leader, all of his followers flee.

*Snake charm.* A fifth level cleric may cast this spell, which causes two pit vipers or one sea snake to rise up and sway. The snakes do not attack. (The pit viper, however, always gets to attack before the spell can be cast.) If the victim is a wandering monster leader, the leader is defeated and all of his followers flee.

**TO BEGIN YOUR FIRST ADVENTURE, READ "LATHAN'S QUEST" IN THE PREROLLED CHARACTERS SECTION.**

# PREROLLED CHARACTERS

**Lathan Lancehand** — **Hero/Magician**
Fourth level elf — AC 4; HD 4

| | | | |
|---|---|---|---|
| Strength | 12 | Dexterity | 9 |
| Intelligence | 17 | Constitution | 10 |
| Wisdom | 11 | Charisma | 15 |

**Hit points:** 18 (Record this number at the top of Your Hit Points column on the Expedition Record Sheet.)

**Equipment:** chain mail armor and shield; *sword +1* (magical, does 1d8+1 points of damage in single combat)

**Possessions:** Paco, the talking parrot; ship's log

**Spells:**
First level: *charm person, sleep*
Second level: *continual light, levitate*

**Languages:** Common, Neutral, Giant, Harpy

*Lathan's quest:* Your betrothed, the lovely Alandah, has been kidnapped by the evil Baron Ludwig von Hendriks. The baron requires a ransom in unrefined gold equal in weight to the kidnapped Alandah: 1,000 coins' weight (1,000 gp). You must take the ransom to the baron in Fort Doom in a certain number of days, or you will never see Alandah alive again.

Roll 1d20 and add 30 to the result. Write this number at the top of the Days Remaining column on your Expedition Record Sheet. You must bring the unrefined gold back to the baron before this number of days has passed.

The baron has left word of a burning mountain in the Sea of Dread that produces streams of unrefined gold. He wants you to find the mountain for him. The only problem is that you don't know exactly where the mountain is.

You have borrowed 750 gp to finance your expedition. Add 750 gp to the Money & Treasure column on your Expedition Record Sheet. You must find a sea captain who has a ship, rations, crew, and navigator.

To help you on your quest, an old woman of your village has given you her talking parrot and a leather-bound book. The woman was once a seafarer, and she assures you that Paco and the ship's log will help guide you on your journey.

You may write anything you wish in the ship's log. If you are defeated, Paco carries the log, filled with your notes, back to Specularum.

You start your adventure in one of 11 possible locations inside the city of Specularum. Roll 2d6 to determine which "S" entry you read first. For example, if you roll 9, read entry **S9**.

If Lathan is defeated before he can complete his quest, you may choose one of the following prerolled player characters to take his place.

You may choose to complete Lathan's quest, if he has been defeated, or you

may try to fulfill the quest given for each player character. You will always have Paco and the ship's log to guide you, no matter which quest you choose.

When you begin a new adventure using another character, roll 2d6 to determine which "S" entry you read first.

---

**Elrem Nessumsar** — **Dwarven Myrmidon**
Sixth level dwarf — AC 2; HD 5

| | | | |
|---|---|---|---|
| Strength | 12 | Dexterity | 11 |
| Intelligence | 16 | Constitution | 16 |
| Wisdom | 10 | Charisma | 7 |

**Hit points:** 40 (+2 hit point per Hit Die bonus is included)

**Equipment:** plate mail armor and shield; *war hammer +1* (magical, does 1d6+1 points of damage in single combat)

**Possessions:** Paco, the talking parrot; ship's log

**Languages:** Common, Neutral, Medusa, Mermen

*Elrem's quest:* Your people are not a seafaring race, but they do have foresight. Because of other races' rapid population growth, Rockhome's borders are shrinking. Your elders realize that your people may one day need more land.

It is rumored that the Isle of Dread is large, mountainous, and unpopulated. You are a scout being sent to locate the infamous island.

You have been given 1,000 gp for your expedition. Your quest is to explore the Isle of Dread and return to Specularum in 35 days. If you do not return, another scout will be sent out and you will be disgraced.

---

**Brother Octave** — **Curate**
Fifth level cleric — AC 4; HD 5

| | | | |
|---|---|---|---|
| Strength | 10 | Dexterity | 10 |
| Intelligence | 16 | Constitution | 11 |
| Wisdom | 12 | Charisma | 13 |

**Hit points:** 22

**Equipment:** chain mail armor and shield; *mace +1* (magical, does 1d6+1 points of damage in single combat)

**Possessions:** Paco, the talking parrot, ship's log

**Spells:**
First level: *cure light wounds, purify food and water*
Second level: *hold person, snake charm*

**Languages:** Common, Lawful, Giant, Mermen

*Octave's quest:* Your diminishing order has learned of an ancient holy shrine called the Temple of Araknee. Members of your order believe that if the temple is found before the next new moon rises, your order will survive and flourish.

Ancient doctrine indicates that those who search for the temple should sail to the Three Sisters Keys and sacrifice their ship to the Dragon's Teeth. If the searchers survive this sacrifice, they are to intone the Three Sisters, who will send them to Spider Isle.

You must find the Temple of Araknee before the new moon rises (28 days away) or your order will disband forever.

The order gives you 500 gp and tells you to rely on your own abilities and the goodness of others in order to complete your quest.

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**Kuat the Dragon-hearted** — **Myrmidon**
Sixth level fighter — AC 2; HD 5

| | | | |
|---|---|---|---|
| Strength | 16 | Dexterity | 10 |
| Intelligence | 13 | Constitution | 11 |
| Wisdom | 10 | Charisma | 10 |

**Hit points:** 36

**Equipment:** plate mail armor and shield; *sword +1* (magical, does 1d8 + 1 points of damage in single combat)

**Possessions:** Paco, the talking parrot; ship's log

**Languages:** Common, Neutral, Mermen

**Special bonus:** Add 2 points of damage for every hit made in single combat

*Kuat's quest:* Since you were a child, you have heard stories of the war against the merpeople. Now that you are an experienced fighter, you want to find out if the legends of the Aquapopulus War are true.

One legend tells of a battle in which merpeople surrounded and fought your people on a small island in the Sea of Dread. You have decided to seek out this battlefield.

You have saved up 600 gp and you expect to find more to finance your search party. A friend of yours in Specularum has wagered that you cannot find the battlefield and return in 20 days or less. If you find the battlefield and return to Specularum in that time, the reward of 1,500 gp is yours.

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**Suparjo** — **Magician**
Fourth level magic-user — AC 9; HD 6

| | | | |
|---|---|---|---|
| Strength | 9 | Dexterity | 11 |
| Intelligence | 18 | Constitution | 9 |
| Wisdom | 12 | Charisma | 11 |

**Hit points:** 12

**Equipment:** robes; *dagger +1* (magical, does 1d4+1 points of damage in single combat)

**Possessions:** Paco, the talking parrot; ship's log

**Spells:**
First level: *charm person, sleep*
Second level: *continual light, levitate*

**Languages:** Common, Neutral, Giant, Harpy, Medusa

*Suparjo's quest:* Legend tells of rare seven-headed hydras in the Malpheggi Swamp and the Sea of Dread. You wish to see for yourself if these mythical beasts really exist. You have saved 650 gp to finance your expedition. If 90 days pass and you still have not seen one of the fabulous beasts, you have failed and you must return to Specularum to continue your magical research.

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**Krag Skraddle** — **Sharper**
Sixth level thief — AC 7; HD 4

| | | | |
|---|---|---|---|
| Strength | 9 | Dexterity | 12 |
| Intelligence | 14 | Constitution | 10 |
| Wisdom | 11 | Charisma | 9 |

**Hit points:** 24

**Equipment:** leather armor; *sword +1* (magical, does 1d8+1 points of damage in single combat)

**Possessions:** Paco, the talking parrot; ship's log

**Languages:** Common, Chaotic, Medusa

*Krag's quest:* For centuries, pirates have hidden their stolen treasure on unmarked islands. Much of the treasure was lost when pirates were killed in battles or storms.

All you need to do to find these hidden stores of wealth is find Pirate Rock and dig up the beach.

You have 450 gp to finance your expedition. No time limit has been set.

# THE SOLO ADVENTURE

## Land encounters



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### Special procedures

**Reading entries:** Some entries use a form of shorthand to remind you about recordkeeping and to direct you to your next entry.

For example, an entry might read, "You may spend another day on the shore of the isle (entry **E6**, 1 day)." If you decide to stay another day, you would subtract 1 day from the Days Remaining column and 1 ration for each party member from the Rations column on your Expedition Record Sheet. You would then read entry E6.

**Exploring the city:** No map of the city of Specularum has been provided. You will have to explore the city and establish landmarks if you want to find your way from location to location.

**Special monster encounters:** If you encounter wandering monsters on an island of the Thanegioth Archipelago, you encounter twice the rolled number of monsters. If you encounter wandering monsters on the Isle of Dread, you encounter three times the rolled number of monsters.

**Becoming stranded:** Any time you are on an island or in a city, there is a chance that you will be stranded without a ship or crew. If this happens, you must stay at the edge of the water (dockside in a city, the beach on an island) and repeat the actions of the same land entry until you have a wandering monster encounter that involves friendly traders. If you have enough money, you can then hire the traders and rent their ship. You may then continue your quest.

### Specularum entries

**S1.** What a coward! You have just left town. If you want to choose a new player character and quest, you may do so now. If you decide to go ahead with your current quest, return to Specularum through the northeast gate (entry **S2**).

**S2.** The trail from the northeast gate least to Krakatos, northeast of Specularum. The trail becomes a street at the gate and leads southwest to the Hippogriff Inn.

You may end your adventure by leaving Specularum (entry **S1**), or you may approach the Hippogriff Inn (entry **S17**).

**S3.** You are locked behind bars in a reeking jail cell. City guards have taken away your weapons.

You must pay a fine, or you will be imprisoned for 1d10 days. If you want to pay the fine, read entry **S14.** If you do not pay the fine, read entry **S15.**

If you are a thief, you may try to escape from the jail. If you want to escape, read entry **S13.**

**S4.** You are in the Golden Coin Gambling House. Select the amount of money (in gold pieces) that you want to wager. Subtract the gold from your Expedition Record Sheet.

Roll percentile dice and refer to Table 4 to see if you win.

You may gamble as often as you like. When you decide to leave the gambling house, read entry **S16.**

**TABLE 4**
**GAMBLING RESULTS**

| Dice Roll | Result |
|---|---|
| 01-60 | You lose! |
| 61-87 | You break even. |
| 88-96 | You win twice what you bet! |
| 97-99 | You win 5 times what you bet! |
| 00 | You win 10 times what you bet! |

**S5.** You are in the armorer's shop. The armorer is a tough looking character who does not buy any used armor or weapons.

If you aren't going to buy any armor, weapons, or shields, read entry **S26.**

A cleric may buy any of the following weapons: mace (5 gp); club (3 gp); sling and 30 stones (2 gp); war hammer (5 gp). He may also buy a shield (10 gp) and any type of armor.

A dwarf may buy any of the following weapons: short bow and 20 arrows (30 gp); normal dagger (3 gp); short sword (7 gp); sling and 30 stones (2 gp). He may buy a shield and any type of armor.

The dwarf may also buy the following: two-handed battle axe (7 gp); hand axe (4 gp); light crossbow and 30 quarrels (40 gp); normal sword (10 gp); two-handed polearm (7 gp); spear (3 gp); shield (10 gp); and any type of armor.

A magic-user may buy a normal dagger (3 gp), but he may not buy a shield or any armor.

A thief may buy any missile weapon, but no two-handed weapons. He may buy leather armor (20 gp), but he may not buy a shield.

A fighter and elf may buy any of the weapons listed above. He may also buy chain mail armor (40 gp), plate mail armor (60 gp), and a shield (10 gp).

When you are finished buying weapons and armor, read entry **S26.**

**S6.** You are in the Hippogriff Inn. You must pay 1 gp if you want a meal and a place to sleep for the night. If you stay, read entry **S37.** If you do not stay, read entry **S17.**

**S7.** Three main avenues intersect here at the city well. A signpost stands beside the well.

You may travel in any of the following directions:

north to the Hippogriff Inn (entry **S17**)

northeast to the Golden Coin Gambling House (entry **S16**)

Remember to record any weapons or armor you buy on the sheet that lists your character's statistics and equipment.

Subtract the proper number of gold pieces from the Money & Treasure column every time you spend money during the adventure.

You may want to make a map of the city of Specularum, based on the directions you choose and the entries you read.

northwest to the Capital Armorer (entry **S26**)
south to the marketplace (entry **S18**)
southeast to the Grog Shoppe (entry **S19**)
southwest to Ceesalt the Sage (entry **S24**)

**S8.** You are in the Specularum marketplace. If you aren't buying any rations, read entry **S18**. Each ration you buy here costs 1 gp. You may buy as many rations as you can afford. The merchants deliver the rations to your ship at no extra charge, as they know adventurers are usually quite wealthy. The merchants want the return business.

For each ration you buy, subtract 1 gp from the Money & Treasure column and add 1 ration to the Rations column on the Expedition Record Sheet.

When you are finished buying rations, read entry **S18**.

**S9.** You are in the Grog Shoppe. If you aren't going to hire marines here, you're not welcome. Read entry **S19**.

Before you can try to hire a marine (any character class except magic-user), you must pay 1 gp for a round of drinks. Once you buy the marines a drink, you may hire each marine for 3 gp.

Roll 1d12. This value is the number of each type of marine that is available here. The marines you hire will be on your ship when you sail.

For each marine you hire, subtract 3 gp from the Money & Treasure column and add a tally mark in the proper box on the NPC Party Chart.

You wake up the next morning in the gutter outside the Grog Shoppe. Subtract 1 day from the Days Remaining column on your Expedition Record Sheet and read entry **S19**.

**S10.** Standing among ancient astronomy charts and nautical maps is the wise young man known as Ceesalt the Sage.

"For a price, I will give you directions to any site in the Sea of Dread," says the sage. "My price changes with the information desired. I cannot tell you anything about cities or ports, I'm afraid."

If you leave the sage, read entry **S24**.

If you want the sage's advice, roll 2d10. Pay the man this number of gold pieces in coin or unrefined gold. Subtract the gold pieces from the Money & Treasure column on the Expedition Record Sheet.

Ceesalt can tell you about the following sites:
Burning Mountain (entry **S20**)
Temple of Araknee (entry **S21**)
Battlefield of the Aquapopulus War (entry **S22**)
Isle of Dread (entry **S23**)
Three Sisters Keys (entry **S25**)

**S11.** You are in the Tavern-on-the-Shore. Many sea captains come to this comfortable, old tavern to trade stories and relax after long voyages.

If you do not stay, read entry **S27**.

You may talk to any one of the following characters in the tavern:

| | |
|---|---|
| normal man (entry **S28**) | thief (entry **S31**) |
| cleric (entry **S29**) | elf (entry **S32**) |
| fighter (entry **S30**) | halfling (entry **S33**) |

**S12.** Several ships manned by full crews are docked here at the city wharf. A ship sets sail from the wharf if you hire its captain in the Tavern-on-the-Shore.

You may purchase a used ship's lifeboat here for 100 gp. Each lifeboat comes with 70 rations and a collapsible mast. The lifeboat has 15 Hull points. If you buy the lifeboat, subtract the gold pieces from the Money & Treasure column and add 70 to the Rations column on the Expedition Record Sheet.

You may leave the wharf on foot (entry **S34**), or you may sail out of the wharf on a ship (entry **C1**).

**S13.** Your thieving abilities allow you to escape at night. Subtract 1 day from the Days Remaining column on the Expedition Record Sheet.

You may flee southeast (entry **S17**) or south (entry **S26**).

**S14.** Roll percentile dice. You are fined this number of gold pieces. Subtract the gold pieces from the Money & Treasure column on the Expedition Record Sheet.

You may hike southeast (entry **S17**) or south (entry **S26**).

**S15.** Roll 1d10. You spend this number of days in jail. Subtract this number of days from the Days Remaining column on the Expedition Record Sheet.

You may travel southeast (entry **S17**) or south (entry **S26**).

**S16.** The Golden Coin Gambling House stands before you. If you enter, read entry **S4**.

You may travel northwest (entry **S17**) or south (entry **S19**).

**S17.** You are in front of the Hippogriff Inn. If you go inside, read entry **S6**.

You may travel in any of the following directions:

| | |
|---|---|
| northwest (entry **S35**) | southeast (entry **S16**) |
| southwest (entry **S26**) | |

**S18.** A busy marketplace stands before you. If you want to buy rations, read entry **S8**.

You may travel in any of the following directions:

| | |
|---|---|
| north (entry **S7**) | northeast (entry **S19**) |
| northwest (entry **S24**) | southeast (entry **S27**) |
| southwest (entry **S34**) | |

**S19.** The Grog Shoppe stands before you. If you enter, read entry **S9**.

You may travel in any of the following directions:

| | |
|---|---|
| north (entry **S16**) | northwest (entry **S7**) |
| south (entry **S27**) | southwest (entry **S18**) |

**S20.** "The safest route to the Burning Mountain is to follow the coast east to Kerendas and Thyatis," begins Ceesalt. "Next, sail straight south along the Thyatic

It might be a good idea to record Ceesalt's directions in this space.

Grog Shoppe
Golden Coin
Sea Salt
Market place

peninsula to a small village. Then you sail the trade routes to a tiny village in the Minrothad Guilds—and you'd better have a captain along!

"Sail south for 5 days, then east for 2 days," the sage continues, "This way, you'll avoid the deadly cloud that eventually leads you to the mountain.

"This sounds familiar, adventurer. Has the baron sent you on this quest? If so, you might wish to sail to Fort Doom first. There you may ask the baron for more time to complete your task," advises Ceesalt. "Of course, the baron may refuse and command a greater price." Read entry **S10**.

**S21.** "You must leave the coast and sail toward Ierendi," the sage says. "From Ierendi, sail 7 days south and 1 day east." Read entry **S10**.

**S22.** "So you want to find this ancient place," the sage begins. "You must leave the coast and sail toward Ierendi. From Ierendi, sail south until you hear the dragon roar, then turn west. But beware the Dragon's Teeth," warns Ceesalt. Read entry **S10**.

**S23.** "A terrible place, the Isle of Dread," the sage says. "But if you really want to go there, I shall tell you the way.

"Leave the coast and sail toward Ierendi," Ceesalt begins. "You will first come to a small village on an island in the Kingdom of Ierendi. From this village, sail south until you see the islands of the Thanegioth Archipelago. Then sail 1 day west. Do not stay long or you will surely perish!" Read entry **S10**.

**S24.** You are outside the home of Ceesalt the Sage. If you enter, read entry **S10**.

You may travel in any of the following directions:
north (entry **S26**) northeast (entry **S7**)
southeast (entry **S18**)

**S25.** Ceesalt stares at you in disbelief. "You do not really wish to go to this place," he warns. "But you have paid for the information.

"To reach these keys, you must travel over the Dragon's Teeth reef," the sage says. "Few traders have ever returned from there. Leave the coast and sail toward Ierendi. At Ierendi, sail south for either 5 or 6 days and then turn west. Sail toward the sound of thunder and, if you do not perish, you will come to one of the Three Sisters Keys." Read entry **S10**.

**S26.** You are outside the forge of the Capital Armorer. If you enter, read entry **S5**.

You may travel in any of the following directions:
north (entry **S35**) northeast (entry **S17**)
south (entry **S24**) southeast (entry **S7**)

**S27.** Beside the water stands the infamous Tavern-on-the-Shore. If you enter, read entry **S11**.

You may travel north (entry **S19**) or northwest (entry **S18**).

**S28.** "For 600 gold pieces, you may hire me, my navigator, and 200 crew-members. We sail the galley Seasteed. There's room for a couple lifeboats and 50 mariners, if you like. We're ready for any adventure or sport," boasts the man.

Seasteed is a large galley that has 100 Hull points and 3,000 rations aboard. The captain, navigator, and crew-members are all normal men.

If you do not hire the captain, read entry **S11**.

If you hire the captain, subtract 600 gold pieces from the Money & Treasure column of your Expedition Record Sheet. Add 3,000 to the Rations column and 100 to the Hull points column.

Write 200 in the normal man crew box on the NPC Party Chart. Place one tally mark in each normal man captain and navigator box. Read entry **S11**.

**S29.** "For a 400-gold piece donation to my order, I, my navigator, and 10 crew-members will sail with you. We sail the ship Crusader. She can hold one lifeboat and 25 mariners. We are ready for any quest," confirms the cleric.

Have you recorded all of the information about your ship and crew on your NPC Party Chart and Expedition Record Sheet?

Crusader is a small sailing ship that has 90 Hull points and 180 rations aboard. The captain, navigator, and crew-members are all clerics.

If you do not hire the captain, read entry **S11**.

If you hire the captain, subtract 400 gold pieces from the Money & Treasure column on your Expedition Record Sheet. Add 180 to the Rations column and 90 to the Hull points column.

Write 10 in the cleric crew box on the NPC Party Chart. Place one tally mark in each cleric captain and navigator box. Read entry **S11**.

**S30.** "For 500 gold pieces, you may hire me, my navigator, and 72 crew-members. We sail the longship Dragon's Breath. She'll hold one lifeboat for you. We're ready for any adventure or sport," challenges the fighter.

Dragon's Breath is a longship that has 80 Hull points and 1,125 rations aboard. The captain, navigator, and crew-members are all fighters.

If you do not hire the captain, read entry **S11**.

If you hire the captain, subtract 500 gold pieces from the Money & Treasure column of your Expedition Record Sheet. Add 1,125 to the Rations column and 80 to the Hull points column.

Write 72 in the fighter crew box on the NPC Party Chart. Place one tally mark in each fighter captain and navigator box. Read entry **S11**.

**S31.** "For 450 gold pieces, you may hire me, my navigator, and 20 crew-members. We sail the ship Cutpurse. She'll hold two lifeboats and 50 mariners. We'll go on any quest, if ya can pay," sneers the thief.

Cutpurse is a small sailing ship that has 120 Hull points and 330 rations aboard. The captain, navigator, and crew-members are all thieves.

If you do not hire the captain, read entry **S11**.

If you hire the captain, subtract 450 gold pieces from

## Land encounters

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the Money & Treasure column of your Expedition Record Sheet. Add 330 to the Rations column and 120 to the Hull points column.

Write 20 in the thief crew box on the NPC Party Chart. Place one tally mark in each thief captain and navigator box. Read entry **S11**.

**S32.** "For 475 gold pieces, you may hire me, my navigator, and 72 crew-members. We sail the longship Willoway. We can take on one lifeboat for you. We are ready for any adventure or sport," says the elf.

Willoway is a longship that has 80 Hull points and 1,000 rations aboard. The captain, navigator, and crew-members are all elves.

If you do not hire the captain, read entry **S11**.

If you hire the captain, subtract 475 gold pieces from the Money & Treasure column of your Expedition Record Sheet. Add 1,000 to the Rations column and 80 to the Hull points column.

Write 72 in the elf crew box on the NPC Party Chart. Place one tally mark in each elf captain and navigator box. Read entry **S11**.

**S33.** "For 410 gold pieces, you may hire me, my navigator, and 10 crew-members. We sail the ship Goodhope. There's room for one lifeboat and 25 mariners, if you like. We're ready for any quest," smiles the halfling.

Goodhope is a small sailing ship that has 60 Hull points and 200 rations aboard. The captain, navigator, and crew-members are all halflings.

If you do not hire the captain, read entry **S11**.

If you hire the captain, subtract 410 gold pieces from the Money & Treasure column of your Expedition Record Sheet. Add 200 to the Rations column and 60 to the Hull points column.

Write 10 in the halfling crew box on the NPC Party Chart. Place one tally mark in each halfling captain and navigator box. Read entry **S11**.

**S34.** The city wharf stretches from the shore. You may walk out onto the wharf (entry **S12**), or you may travel northeast (entry **S18**).

**S35.** You are outside the city jail, which is surrounded by a score of well-armed guards. The captain of the guards shouts, "Stay back, citizen. We've had too many jailbreaks lately." If you try to enter the jail despite his warning, read entry **S36**.

You may travel southeast (entry **S17**) or south (entry **S26**).

**S36.** "You've been warned, citizen. Guards, arrest the meddler and charge him with disobeying an officer of the peace." You are suddenly surrounded by many spear points. You are unable to even raise your arms. The guards take your weapons and armor and lock you in a dark cell. Read entry **S3**.

**S37.** You have a good night's sleep. Subtract 1 day from the Days Remaining column on your Expedition Record Sheet. You may spend another day at the Inn (entry **S6**) or you may leave (entry **S17**).

### Urban entries

**U1.** Roll 1d6. If you roll a 6, your party encounters a wandering monster. Record this land entry. Roll 2d4 and add 13 to the result. Find this number on Table 1.

If you defeat the monsters, or if you encounter no monsters, you may enter the village (entry **U5**). If you do not defeat the monsters, you must leave the village. Return to your current sea entry.

**U2.** Roll 1d6. If you roll a 6, your party encounters a wandering monster. Record this land entry. Roll 2d4 and add 14 to the result. Find this number on Table 1.

If you defeat the monsters, or if you encounter no monsters, you may enter the city (entry **U6**). If you do not defeat the monsters, you must leave the city. Return to your current sea entry.

Remember to record your current land entry on the Expedition Record Sheet if you are going to turn to the interaction sequence for a wandering monster encounter.

**U3.** Roll 1d6. If you roll a 6, your party encounters a wandering monster. Record this land entry. Roll 1d8 and add 14 to the result. Find this number on Table 1.

If you defeat the monsters, or if you encounter no monsters, you may enter Fort Doom (entry **U7**). If you do not defeat the monsters, you must leave Fort Doom. Return to your current sea entry.

**U4.** Roll 1d6. If you roll a 6, your party encounters a wandering monster. Record this land entry. Roll 1d6 and add 15 to the result. Find this number on Table 1.

If you defeat the monsters, or if you encounter no monsters, you may enter the capital (entry **U8**). If you do not defeat the monsters, you must leave the capital. Return to your current sea entry.

**U5.** In this village, you may hire a captain (normal man) for 250 gp, and a navigator (normal man) for 150 gp. You may also repair 1-144 points of damage to your ship's hull at a cost of 100 gp per Hull point. Roll 1d4. You may hire this number of normal men to serve as crew-members for 6 gp each. You may also buy 10 times this number of rations at 2 gp per ration.

You return to your ship. You may leave the dock immediately, returning to your current sea entry, or you may spend another day at the village (entry **U1**, 1 day).

Make sure you record any rations you buy on your Expedition Record Sheet, and add any hired crewmembers to your NPC Party Chart. Finally, don't forget to subtract the gold pieces spent on these transactions from the Money & Treasure column.

**U6.** In this city, you may hire a captain (cleric, elf, fighter, or normal man) for 250 gp. You may also hire a navigator (cleric, elf, fighter, magic-user, normal man, or thief) for 150 gp. You may repair 1-144 points of damage to your ship's hull at a cost of 100 gp per Hull point.

Roll 1d8. You may hire this number of crew-members (dwarves, elves, fighters, and normal men) for 6 gp each. You may also hire this number of marines (clerics, dwarves, elves, fighters, normal men, and thieves) for 4 gp each. You may also buy 10 times this number of rations at 2 gp per ration.

You return to your ship. You may leave the dock immediately, returning to your current sea entry, or you

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may spend another day at the village (entry **U2**, 1 day).

**U7.** Hundreds of Baron von Hendrik's men surround you. "Is your name Lathan?" one of the men barks. If yes, read entry **U9**. If not, all thieves in your party jump ship and join the baron's men. Subtract all thieves from the NPC Party Chart and read entry **U10**.

If you must turn to the interaction sequence, be sure to record this land entry on your Expedition Record Sheet.

**U8.** In the capital, you may hire a captain (cleric, elf, fighter, halfling, normal man, or thief) for 250 gp, and you may hire a navigator (cleric, elf, fighter, magic-user, normal man, or thief) for 150 gp. You may also repair 1-144 points of damage to your hull at a cost of 100 gp per Hull point.

Roll 1d10. You may hire this number of crew-members (dwarves, elves, fighters, halflings, and normal members) for 6 gp each. You may also hire this number of marines (clerics, dwarves, elves, fighters, halflings, normal men, and thieves) for 4 gp each. You may also buy 10 times this number of rations at 2 gp each.

You return to your ship. You may leave the dock immediately, returning to your current sea entry, or you may spend another day in the capital (entry **U4**, 1 day).

**U9.** You are escorted under heavy guard directly into the baron's throneroom. If you have the required amount of unrefined gold, read entry **U11**. If not, read entry **U12**.

**U10.** "Have you come for Alandah?" shouts a guard. If you answer yes, read entry **U19**. If you answer no, or if you do not answer, read entry **U20**.

**U11.** Did you return with the ransom before you ran out of time? If yes, read entry **U13**. If no, read entry **U14**.

**U12.** The baron laughs, "So you have come to ask for more time, eh?"

Roll 3d6. If the total is greater than your Charisma score, the baron requires you to bring additional ransom. Roll 1d4 and multiply the current ransom required by this number. The baron now insists that you bring this new amount of unrefined gold in order to rescue Alandah. Read entry **U15**.

If your dice roll total is less than or equal to your Charisma score, the baron grants you additional time to complete your quest. Roll 1d20 and add this number to the number of days you have remaining to fulfill your quest. Read entry **U15**.

**U13.** The baron asks, "Have you brought the required ransom?" You hand the baron the ransom.

If one or more thieves was aboard your ship when you reached Fort Doom, read entry **U17**. If no thieves were aboard your ship, read entry **U18**.

**U14.** The baron thunders, "You are late, adventurer! Fortunately, I spared your precious Alandah. As a penalty for keeping me waiting, you must defeat one of my champions—if you want to see your Alandah alive!"

The baron's guards form a circle of spears around you and the leader of the baron's bandits. This will be a fight to the finish. You may not retreat. Go to action **13** of the interaction sequence.

If you defeat the bandit leader, read entry **U13**.

**U15.** "Be gone!" the baron shouts. "Your time is passing. Do not expect me to be as merciful next time."

You return to your ship. You may leave the dock immediately, returning to your current sea entry. You may spend another day at Fort Doom (entry **U3**, 1 day).

**U16.** "You displease me, adventurer," the baron grumbles. "Perhaps combat will loosen your tongue."

The baron's guards form a circle of spears around you and the leader of a pirate band. This will be a fight to the finish. You may not retreat. Go to action **13** of the interaction sequence.

If you defeat the pirate leader, read entry **U17**.

**U17.** "My spies aboard your ship report that you have indeed done well, adventurer," compliments von Hendriks. "You have kept your end of the bargain, and now I will keep mine. Guards! Bring him Alandah.

"My guards will escort you both safely past the Haunted Keep and will take you to Kelven."

The guards bring Alandah forth and escort you both home. You have succeeded in your quest by rescuing Alandah.

Paco flies toward Specularum, clutching your ship's log in his talons. If you wish to play again, choose another player character and read that character's adventure background.

**U18.** "Tell me where you found this gold!" the baron demands.

If you tell him the truth, read entry **U17**. If you lie to the baron, or if you do not answer him, read entry **U16**.

**U19.** You are escorted under heavy guard directly into the baron's throneroom. "So Lathan is defeated, eh? Perhaps you should prove your worthiness for this quest by fighting one of my champions."

The baron's guards form a circle of spears around you and the leader of a band of buccaneers. This will be a fight to the finish. You may not retreat. Go to action **13** of the interaction sequence.

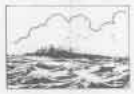
If you defeat the buccaneer leader, read entry **U21**.

**U20.** "It is forbidden to enter Fort Doom!" shouts a guard.

You must return to your ship. You may leave the dock immediately, returning to your current sea entry, or you may spend another day at the dock (entry **U3**, 1 day).

**U21.** If you have the required amount of unrefined gold, read entry **U11**. If not, read entry **U12**.

### Island exploration entries



**E1.** Roll 1d6. On a roll of 4-6, you encounter a wandering monster. Record this land entry. Roll 1d6 and add 1 to the result. Find this number on Table 1.

If you defeat the monsters, or if there are no monsters,

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you may explore the atoll (entry **E16**). If you do not defeat the monsters, you must leave the atoll, returning to your current sea entry.

You may spend an extra day on the shore of the atoll (entry **E1**, 1 day).

If you are stranded, repeat the actions of the same land entry until you encounter friendly traders.

**E2.** Roll 1d6. On a roll of 4-6, you encounter a wandering monster. Record this land entry. Roll 1d8 and add 2 to the result. Find this number on Table 1.

If you defeat the monsters, or if there are no monsters, you may explore the key (entry **E17**). If you do not defeat the monsters, you must leave the key, returning to your current sea entry.

You may spend an extra day on the shore of the key (entry **E2**, 1 day).

**E3.** Roll 1d6. On a roll of 4-6, you encounter a wandering monster. Record this land entry. Roll 1d4 and add 1d6 to the result. Find this number on Table 1.

If you defeat the monsters, or if there are no monsters, you may explore the island (entry **E18**). If you do not defeat the monsters, you must leave the island, returning to your current sea entry.

You may spend an extra day on the shore of the island (entry **E3**, 1 day).

**E4.** Roll 1d6. On a roll of 4-6, you encounter a wandering monster. Record this land entry. Roll 1d8 and add 1 to the result. Find this number on Table 1.

If you defeat the monsters, or if there are no monsters, you may explore the island (entry **E19**). If you do not defeat the monsters, you must leave the island, returning to your current sea entry.

You may spend an extra day on the shore of the island (entry **E4**, 1 day).

If you are stranded, repeat the actions of the same land entry until you encounter friendly traders.

**E5.** Roll 1d6. On a roll of 4-6, you encounter a wandering monster. Record this land entry. Roll 1d6 and add 2 to the result. Find this number on Table 1.

If you defeat the monsters, or if there are no monsters, you may explore the island (entry **E20**). If you do not defeat the monsters, you must leave the island, returning to your current sea entry.

You may spend an extra day on the shore of the island (entry **E5**, 1 day).

**E6.** Roll 1d6. On a roll of 4-6, you encounter a wandering monster. Record this land entry. Roll 2d4. Find this number on Table 1.

If you defeat the monsters, or if there are no monsters, you may explore the isle (entry **E21**). If you do not defeat the monsters, you must leave the isle, returning to your current sea entry.

You may spend an extra day on the shore of the isle (entry **E6**, 1 day).

**E7.** Roll 1d6. On a roll of 4-6, you encounter a wandering monster. Record this land entry. Roll 1d4 and add 2 to the result. Find this number on Table 1.

If you defeat the monsters, or if there are no monsters, you may explore the mountain (entry **E22**). If you do not defeat the monsters, you must leave the mountain, returning to your current sea entry. You may spend an extra day on the shore of the mountain (entry **E7**, 1 day).

**E8.** Roll 1d6. On a roll of 4-6, you encounter a wandering monster. Record this land entry. Roll 1d4 and add 1 to the result. Find this number on Table 1.

If you defeat the monsters, or if there are no monsters, you may explore the key (entry **E23**). If you do not defeat the monsters, you must leave the key, returning to your current sea entry.

You may spend an extra day on the shore of the key (entry **E8**, 1 day).

**E9.** Roll 1d6. On a roll of 4-6, you encounter a wandering monster. Record this land entry. Roll 2d4 and add 1 to the result. Find this number on Table 1.

If you defeat the monsters, or if there are no monsters, you may explore the rock (entry **E24**). If you do not defeat the monsters, you must leave the rock, returning to your current sea entry.

You may spend an extra day on the shore of the rock (entry **E9**, 1 day).

If you encounter wandering monsters, you may do the math of averaging your fighting party's combat values in this space.

**E10.** Roll 1d6. On a roll of 4-6, you encounter a wandering monster. Record this land entry. Roll 1d8 and add 3 to the result. Find this number on Table 1.

If you defeat the monsters, or if there are no monsters, you may explore the island (entry **E25**). If you do not defeat the monsters, you must leave the island, returning to your current sea entry.

You may spend an extra day on the shore of the island (entry **E10**, 1 day).

**E11.** Roll 1d6. On a roll of 4-6, you encounter a wandering monster. Record this land entry. Roll 1d8 and add 3 to the result. Find this number on Table 1.

If you defeat the monsters, or if there are no monsters, you may explore the isle (entry **E26**). If you do not defeat the monsters, you must leave the isle, returning to your current sea entry.

You may spend an extra day on the shore of the isle (entry **E11**, 1 day).

**E12.** Roll 1d6. On a roll of 4-6, you encounter a wandering monster. Record this land entry. Roll 1d6. Find this number on Table 1.

If you are stranded, repeat the actions of the same land entry until you encounter friendly traders.

If you defeat the monsters, or if there are no monsters, you may explore the island (entry **E27**). If you do not defeat the monsters, you must leave the island, returning to your current sea entry.

You may spend an extra day on the shore of the island (entry **E12**, 1 day).

**E13.** Roll 1d6. On a roll of 4-6, you encounter a wandering monster. Record this land entry. Roll 1d8 and add 1 to the result. Find this number on Table 1.

If you defeat the monsters, or if there are no monsters, you may explore the island (entry **E28**). If you do not

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defeat the monsters, you must leave the island, returning to your current sea entry.

You may spend an extra day on the shore of the island (entry **E13**, 1 day).

**E14.** Roll 1d6. On a roll of 4-6, you encounter a wandering monster. Record this land entry. Roll 1d8. Find this number on Table 1.

If you defeat the monsters, or if there are no monsters, you may explore the island (entry **E29**). If you do not defeat the monsters, you must leave the island, returning to your current sea entry.

You may spend an extra day on the shore of the island (entry **E14**, 1 day).

**E15.** Roll 1d6. On a roll of 4-6, you encounter a wandering monster. Record this land entry. Roll 1d8 and add 9 to the result. Find this number on Table 1.

If you defeat the monsters, or if there are no monsters, you may explore the unknown (entry **E30**). If you do not defeat the monsters, you must leave the unknown, returning to your current sea entry.

You may spend an extra day on the edge of the unknown (entry **E15**, 1 day).

If your ship suffers Hull point damage, be sure to subtract that damage from your Expedition Record Sheet.

**E16.** You are on Termite Atoll. You may lead an exploring party, or you may explore alone.

Roll 1d4. You may harvest this number of rations for each member of your expedition.

If you have come to the atoll by ship, 2-7 salt water termites attack the ship while you are harvesting and storing rations. Each termite causes 1d6 points of hull damage.

If you return to your ship and leave the atoll, return to your current sea entry. You may spend another day on the atoll (entry **E1**, 1 day).

If you harvest rations, be sure to record them on your Expedition Record Sheet.

**E17.** You are on the East Key. You may lead an exploring party, or you may explore alone.

Roll 1d4. You may harvest this number of rations for each member of your expedition.

If you return to your ship and leave the island, return to your current sea entry. You may spend another day on the island (entry **E2**, 1 day).

**E18.** You are on Three Sisters Keys. You may lead an exploring party, or you may explore alone.

Roll 1d4. You may harvest this number of rations for each member of your expedition.

Paco closes his eyes and begins to speak as if dreaming, "We are the three sisters of the sea. We will transport you and all you possess to the island destination of your choice. You may stay there only a short while. Speak now."

| | | |
|---|---|---|
| If you do not speak, read entry | | **E41** |
| If you say: | "Termite Atoll," read entry | **E16** |
| | "East Key," | **E17** |
| | "Three Sisters Keys," | **E41** |
| | "Insect Island," | **E19** |
| | "Spider Isle," | **E21** |
| | "Burning Mountain," | **E22** |
| | "Skeleton Key," | **E23** |
| | "Pirate Rock," | **E24** |
| | "Thanegioth Archipelago," | **E25** |
| | "Isle of Dread," | **E26** |
| | "Kingdom of Ierendi island," | **E27** |
| | "Minrothad Guilds island," | **E28** |
| | "Empire of Thyatis island," | **E29** |
| | anything else | **E20** |

**E19.** You are on Insect Island. You may lead a party of explorers, or you may explore alone.

Roll 1d4. You may harvest this number of rations for each member of your expedition. Roll percentile dice. Worms and beetles have infested this number of harvested rations, which are now inedible and must be thrown away.

If you return to your ship and leave the island, return to your current sea entry. You may spend another day on the island (entry **E4**, 1 day).

**E20.** You are on No Name Island. You discover that it is little more than a sand bar that has inedible plants growing on it.

If you return to your ship and leave the island, return to your current sea entry. You may spend another day on the island (entry **E5**, 1 day).

**E21.** You are on Spider Isle. You may lead a party of explorers, or you may explore alone.

If you landed on one of these islands and completed your quest, you may stop reading now, or you may return to Specularum and begin another quest as a new character.

Roll 1d4. You may harvest this number of rations for each member of your expedition.

An ancient building surrounded by eight standing pillars rests in the center of the island. The roof of the building is shaped like the body of a spider. Cobwebs stretch between the building's pillars. If you are searching for the Lost Temple of Araknee, congratulations! You have found it.

If you return to your ship and leave the isle, return to your current sea entry. You may spend another day on the isle (entry **E6**, 1 day).

**E22.** You are on the Burning Mountain. You may lead a party of explorers, or you may explore alone.

You may stay near the shore of the mountain (entry **E33**), or you may climb one of the mountain's faces:

| | |
|---|---|
| north face — **E34** | east face — **E35** |
| south face — **E36** | west face — **E37** |

**E23.** You are on the Skeleton Key. You may lead a party of explorers, or you may explore alone.

If you are stranded, repeat the actions of the same land entry until you encounter friendly traders.

Roll 1d4. You may harvest this number of rations for each member of your expedition.

Thousands of bones litter the ground near the center of the island. If you are searching for the battlesite of the Aquapopulus War, congratulations! You have found it.

Among the piles of bones are clubs, daggers, hand axes, maces, short swords, war hammers, and normal

## Land encounters

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swords. You may arm yourself with any of these weapons.

If you return to your ship and leave the island, return to your current sea entry. You may spend another day on the island (entry **E8**, 1 day).

**E24.** You are on Pirate Rock. You may lead a party of explorers, or you may explore alone.

Roll 1d4 and subtract 2. You may harvest this number of rations for each member of your expedition. Roll percentile dice. As you dig up roots, you discover this number of gold pieces. This gold was buried here by pirates. The gold is in the form of coins.

If you return to your ship and leave the island, return to your current sea entry. You may spend another day on the island (entry **E9**, 1 day).

**E25.** You are on an island in the Thanegioth Archipelago. You may lead a party of explorers, or you may explore alone.

Roll 2d4. You may harvest this number of rations for each member of your expedition.

If you return to your ship and leave the island, return to your current sea entry. You may spend another day on the island (entry **E10**, 1 day).

If you are stranded, repeat the actions of the same land entry until you encounter friendly traders.

**E26.** If you are searching for the Isle of Dread, congratulations! You have found it.

You may lead a party of explorers, or you may explore alone.

Roll 1d10. You may harvest this number of rations for each member of your expedition.

If you have come to the isle by ship, 2-7 salt water termites attack the ship while you are harvesting and storing rations. Each termite causes 1d6 points of hull damage.

If you return to your ship and leave the isle, return to your current sea entry. You may spend another day on the isle (entry **E11**, 1 day).

**E27.** You are on an island of the Kingdom of Ierendi. You may lead a party of explorers, or you may explore alone.

Roll 1d8. You may harvest this number of rations for each member of your expedition.

If you return to your ship and leave the island, return to your current sea entry. You may spend another day on the island (entry **E12**, 1 day).

If you are exploring alone and you encounter wandering monsters, you must fight these monsters alone. If you can retreat, you may call up fighting party members from your ship.

**E28.** You are on an island of the Minrothad Guilds. You may lead a party of explorers, or you may explore alone.

Roll 1d6. You may harvest this number of rations for each member of your expedition.

If you return to your ship and leave the island, return to your current sea entry. You may spend another day on the island (entry **E13**, 1 day).

**E29.** You are on an island of the Empire of Thyatis. You may lead a party of explorers, or you may explore alone.

Roll 1d6. You may harvest this number of rations for each member of your expedition.

If you return to your ship and leave the island, return to your current sea entry. You may spend another day on the island (entry **E14**, 1 day).

**E30.** You are at the edge of the unknown. You enter a mist and lose sight of land.

If you have a party, the members attempt a mutiny. Roll 3d6. If the total rolled is greater than your Charisma score, the party members stuff you in a wooden barrel and throw you overboard. You are now adrift. You eventually drift back to the edge of the unknown. Return to your current sea entry. You must wait here for traders.

If the dice roll total is less than or equal to your Charisma score, you are able to put down the mutiny. The mutineers jump overboard and try to swim to land. Roll 1d10. Subtract this number of party members from the NPC Party Chart.

Your ship mysteriously returns to the edge of the unknown even if it is adrift here. If you leave the unknown on your ship, return to your current sea entry. You may spend another day on the edge of the unknown (entry **E15**, 1 day).

**E31.** Roll 1d6. On a roll of 4-6, you encounter a wandering monster. Roll 2d8 and add 5 to the result. Find this number on Table 1.

If you defeat the monsters, or if there are no monsters, you may explore the swamp (entry **E32**). If you do not defeat the monsters, you must leave the swamp, returning to your current sea entry.

You may spend an extra day on the edge of the swamp (entry **E31**, 1 day).

**E32.** You are in the Malpheggi Swamp. You may lead a party of explorers, or you may explore alone.

Roll 1d4 and add 1. You may harvest this number of rations for each member of your expedition.

Roll 1d10. You lose this number of party members in quicksand. If there are fewer members in your exploring party than the number rolled, you find yourself sinking in quicksand. Roll 3d6. If the total is greater than your Strength score, the quicksand pulls you under. Read action **29**.

If the dice roll total is less than or equal to your Strength score, you escape the quicksand.

If you return to your ship and leave the swamp, return to your current sea entry. You may spend another day at the swamp (entry **E31**, 1 day).

**E33.** Roll 1d4. You may harvest this number of rations for each member of your expedition.

If you return to your ship and leave the shore, return to your current sea entry. You may spend another day at the shore (entry **E7**, 1 day).

**E34.** A dark, gray cloud boils from the mountain peak above you. Suddenly, the ground begins to shake. Boulders thunder down the slope past you.

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If you are stranded, repeat the actions of the same land entry until you encounter friendly traders.

You may want to make notes on what you encounter when you go in different directions on the Burning Mountain.

You may continue to climb uphill (entry **E39**).
You may flee downhill (entry **E38**).
You may circle to the east (entry **E35**).
You may circle to the west (entry **E37**).

**E35.** Thunderlike rumbles peal from the peak above you. As you climb among ferns and sharp, hot rocks, the glint of gold catches your eye. A scalding stream of raw gold seeps from a crack in the stone.

The rivulet of gold stops, and the molten metal begins hardening. You can pry the small lump of unrefined gold from the rocks. Multiply 1d10 by 100 gp. This number represents the value of the golden lump.

You may climb downhill (entry **E38**).
You may circle to the north (entry **E34**).
You may circle to the south (entry **E36**).
You may climb to the peak (entry **E40**).

**E36.** Ash and smoke billow from the peak. Suddenly, the mountainside above you bulges outward, and bright red lava bursts down the slope toward you.

Roll 3d6. If the total is greater than your Dexterity score, you take 2d10 points of damage from burns. If your hit points reach 0, read action **29.** If you are accompanied by an exploring party, you lose half of its members to the river of lava.

You may climb downhill (entry **E38**).
You may circle to the north (entry **E34**).
You may circle to the south (entry **E36**).
You may climb to the peak (entry **E40**).

If your dice roll total is less than or equal to your Dexterity score, you scramble out of the way (east — entry **E35**; west — entry **E37**). You lose no party members.

**E37.** A sudden downdraft brings a thick blanket of ash plunging down to smother you.

You must make a saving throw vs. poison. If you fail, read action **29**. If you succeed, all party members with you are poisoned and collapse. They are all dead. Subtract the defeated party members from the NPC Party Chart.

You may climb to the peak (entry **E40**).
You may climb downhill (entry **E38**).
You may circle to the north (entry **E34**).
You may circle to the south (entry **E36**).

**E38.** If your return to your ship and leave the mountain, return to your current sea entry. You may spend another day on the mountain (entry **E7**, 1 day).

**E39.** Roll 3d6. If the total is greater than your Dexterity score, you suffer 1d10 points of damage. If your hit points reach 0, read action **29**. If the dice roll total is less than or equal to your Dexterity score, you avoid falling boulders. If you are accompanied by an exploring party, you lose 1d10 members in the avalanche.

You may continue climbing to the peak (entry **E40**).
You may circle to the east (entry **E35**).
You may circle to the west (entry **E37**).
You may climb downhill (entry **E38**).

**E40.** A fiery crater of molten rock lies before you. A huge, gray plume rises from the center of the crater and blows west. Bits of gold glisten around the lip of the crater. A hardened lump of unrefined gold is splattered on the rock. You can break the lump off the rimrock. This lump is worth 1d10 times 100 gp.

You may climb down the north face of the mountain (entry **E34**).

You may climb down the east face (entry **E35**).
You may climb down the south face (entry **E36**).
You may climb down the west face (entry **E37**).

**E41.** If you return to your ship and leave the island, return to your current sea entry. You may spend another day on the island (entry **E3**, 1 day).

# THE SOLO ADVENTURE

## Sea encounters



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### Special procedures

**Reading the entries:** Many of the entries given here use a form of shorthand to remind you about recordkeeping and to direct you to your next entry. Most entries list a set of directions in which you may sail. For example, an entry might read, "north — entry **V31**, east — entry **V40**." If you sail north, you would read entry **V31**. If you sail east, you would read entry **V40**.

Some entries also list the number of days it takes to sail in a specific direction and arrive at a new entry. Make sure you subtract that number of days from the Days Remaining column and that number of rations per party member from the Rations column on your Expedition Record Sheet.

**Special monster encounters:** If you encounter wandering monsters in the Thanegioth Archipelago, you encounter twice the rolled number of monsters.

**Recording entries:** Whenever the text gives you a choice of going to an "S," "U," or "E" entry, make sure you record your current sea entry on your Expedition Record Sheet before going on to the new land entry.

### Coastal entries

**C1.** You cast off the mooring lines and push away from the dock. Your ship is sailing toward the passage between the two breakwaters that protect the harbor. Read entry **C2**.

**C2.** Your ship is just outside the breakwaters of the city of Specularum.

You may enter the city harbor (entry **C3**).

You may sail trade routes along the coast (entry **C4**).

You may sail trade routes toward Ierendi (*captain aboard* — entry **T6**, 2 days; *no captain aboard* — entry **T5**, 3 days).

You may sail trade routes toward Minrothad (*captain aboard* — entry **T21**, 3 days; *no captain aboard* — entry **T20**, 2 days).

**C3.** Your ship passes the breakwaters and docks at wharfside. You may cast off immediately (entry **C1**), or you may leave the ship to enter Specularum (entry **S12**).

**C4.** You may sail east to Kerendas (entry **C5**, 4 days), or you may sail west to Fort Doom in the Gulf of Halag (entry **C6**, 2 days).

**C5.** You are outside Kerendas. You may dock (entry **U2**), or you may bypass the city (entry **C7**).

**C6.** You are outside Fort Doom. You may dock (entry **U3**), or you may bypass the city (entry **C8**).

**C7.** You may sail trade routes along the coast (entry **C9**).

You may sail trade routes toward Minrothad (*captain aboard* — entry **T21**, 4 days; *no captain aboard* — entry **T9**, 2 days).

**C8.** You may sail trade routes along the coast (entry **C10**).

You may sail trade routes toward Ierendi (*captain aboard* — entry **T6**, 7 days; *no captain aboard* — entry **T17**, 3 days).

**C9.** You may sail east to Thyatis (entry **C11**, 2 days), or you may sail west to Specularum (entry **C2**, 4 days).

**C10.** You may sail east to Specularum (entry **C2**, 2 days), or you may sail west to the Malpheggi Swamp (entry **C12**, 5 days).

**C11.** You are outside Thyatis. You may dock (entry **U4**), or you may bypass the city (entry **C13**).

**C12.** You are off the coast of the Malpheggi Swamp. You may anchor in the swamp (entry **E31**), or you may bypass the swamp (entry **C14**).

**C13.** You may sail trade routes along the coast (entry **C15**).

You may sail trade routes toward Minrothad (*captain aboard* — entry **T21**, 4 days; *no captain aboard* — entry **T23**, 3 days).

**C14.** You may sail trade routes along the coast (entry **C16**).

You may sail trade routes toward Ierendi (*captain aboard* — entry **T16**, 3 days; *no captain aboard* — entry **T3**, 2 days).

**C15.** You may sail southeast, then northeast to Tel Akbir (entry **C17**, 4 days).

You may sail southeast, then south to a small village on the Thyatic peninsula (entry **V119**, 3 days).

You may sail south along the Thyatic peninsula to a small village (entry **C18**, 2 days).

You may sail west to Kerendas (entry **C7**, 2 days).

**C16.** You may sail west toward the unknown (entry **C24**, 4 days), or you may sail east toward Fort Doom (entry **C6**, 5 days).

**C17.** You are outside Tel Akbir. You may dock (entry **U2**), or you may bypass the city (entry **C19**).

**C18.** You are outside a small fishing village. You may dock (entry **U1**), or you may bypass the village (entry **C20**).

**C19.** You may sail trade routes along the coast (entry **C21**), or you may sail east away from the coast (entry **T12**, 1 day).

**C20.** You may sail trade routes along the coast (entry **C22**), or you may sail the trade routes away from the coast (*captain aboard* — entry **V99**, 1 day; *no captain aboard* — entry **T23**, 2 days).

**C21.** You may sail north to Soderfjord (entry **C23**, 9 days).

You may sail southwest, then northwest to Thyatis (entry **C11**, 4 days).

You may sail southwest, then south to a small fishing village on the Thyatic peninsula (entry **V119**, 4 days).

If you go to a "U" entry, remember to record your current sea entry on your Expedition Record Sheet before turning to the new "U" entry.

If you have a captain aboard your ship and you are sailing along the coastline, you are less likely to lose your way at sea.

**C22.** You may sail north to Thyatis (entry **C11**, 2 days).
You may sail south to the tip of the Thyatic peninsula (entry **V118**, 3 days).

**C23.** You are outside Soderfjord. You may dock (entry **U4**), or you may bypass the city (entry **C25**).

**C24.** You are at the edge of the unknown. You may enter the unknown (entry **E15**).
You may turn back to the known world, sailing along the coast (entry **C26**).
You may sail the trade routes toward Ierendi (*captain aboard* — entry **T16**, 6 days; *no captain aboard* — entry **T28**, 3 days).

**C25.** You may sail the trade routes along the coast (entry **C27**).
You may sail the trade routes away from the coast (*captain aboard* — entry **T28**, 4 days; *no captain aboard* — entry **E15**, 3 days).

**C26.** You sail the trade routes along the coast, heading east toward the Malpheggi Swamp (entry **C12**, 4 days).

**C27.** You may sail south to Tel Akbir (entry **C17**, 9 days), or you may sail northwest to Norrvik (entry **C28**, 4 days).

**C28.** You are outside Norrvik. You may dock (entry **U4**), or you may bypass the city (entry **C29**).

**C29.** You may sail the trade routes along the coast, heading southeast toward Soderfjord (entry **C23**, 4 days).
You may sail trade routes away from the coast (*captain aboard* — entry **T28**, 3 days; *no captain aboard* — entry **E15**, 3 days).

Remember that these entries use shorthand to direct you to your next entry. For example, if you sail north to entry C12, subtract 2 days' time and rations from your Expedition Record Sheet.

### Trade route entries

**T1.** An island of the Kingdom of Ierendi lies to the east.
north — **C24**, 2 days east — **T2**, 1 day
south — **T14**, 1 day west — **E15**, 1 day

**T2.** You are just off the shore of an island of the Kingdom of Ierendi. Another of the kingdom's islands lies to the east and south. If you land on the island before you, read entry **E12**.
north — **C12**, 2 days east — **T3**, 1 day
south — **T15**, 1 day west — **T1**, 1 day

**T3.** You are just off the shore of an island of the Kingdom of Ierendi. Other islands of the kingdom lie to the east and west. The city of Ierendi rises to the south. If you land on the island before you, read entry **E12**.
north — **C12**, 1 day east — **T4**, 1 day
south — **T16**, 1 day west — **T2**, 1 day

**T4.** You are just off the shore of an island of the Kingdom of Ierendi. Other islands of the kingdom lie to the east, south, and west. If you land on the island before you, read entry **E12**.
north — **C12**, 2 days east — **T5**, 1 day
south — **T17**, 1 day west — **T3**, 1 day

**T5.** You are just of the shore off an island of the Kingdom of Ierendi. Other islands of the kingdom lie to the south and west. A small fishing village lies to the east. If you land on the island before you, read entry **E12**.
north — **C6**, 1 day east — **T6**, 1 day
south — **T18**, 1 day west — **T4**, 1 day

**T6.** You are just outside a small fishing village on an island of the Kingdom of Ierendi. The island stretches off to the west. If you land on the island before you, read entry **E12**.
You may sail the trade routes toward Ierendi (*captain aboard* — entry **T16**, 3 days; *no captain aboard* — entry **T17**, 2 days).
You may sail the trade routes toward Minrothad (*captain aboard* — entry **T21**, 3 days; *no captain aboard* — entry **T20**, 2 days).
You may sail the trade routes toward Specularum (*captain aboard* — entry **C2**, 2 days; *no captain aboard* — entry **C6**, 3 days).
You may sail south (entry **T19**, 1 day).

**T7.** Islands of the Minrothad Guilds lie to the east and south. A small fishing village on an island of the Kingdom of Ierendi lies to the west.
north — **C2**, 1 day east — **T8**, 1 day
south — **T20**, 1 day west — **T6**, 1 day

**T8.** You are just off the shore of an island of the Minrothad Guilds. Another of the guild islands lies to the east. The city of Minrothad rises to the south. If you land on the island before you, read entry **E13**.
north — **C2**, 2 days east — **T9**, 1 day
south — **T21**, 1 day west — **T7**, 1 day

**T9.** You are just off the shore of an island of the Minrothad Guilds. Other guild islands lie to the east and west. If you land on the island before you, read entry **E13**.
north — **C5**, 1 day east — **T10**, 1 day
south — **T22**, 1 day west — **T8**, 1 day

**T10.** You are just off the shore of an island of the Minrothad Guilds. Other guild islands lie to the south and west. If you land on the island before you, read entry **E13**.
north — **C5**, 1 day east — **C11**, 1 day
south — **T23**, 1 day west — **T9**, 1 day

**T11.** You are just off the coast of the Empire of Thyatis. You may land on the coast (entry **E14**).
You may sail north to Tel Akbir (entry **C17**, 1 day).
You may sail east (entry **T12**, 1 day) or south (entry **T25**, 1 day).
You may sail south along the coastline to Thyatis (entry **C11**, 3 days).
You may sail south along the coastline to the fishing village on the peninsula (entry **V119**, 3 days).

**T12.** A storm approaches from the east. An island of the Empire of Thyatis lies to the south.
You may sail north toward Soderfjord (entry **C23**, 8 days).

## Sea encounters



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east — **T13**, 1 day
south — **T26**, 1 day west — **T11**, 1 day

**T13.** A terrible storm has swept in from the east. Whitecaps race before the squall. Read entry **V110**.

**T14.** An island of the Kingdom of Ierendi lies to the east. The roar of surf rises to the south.
north — **T1**, 1 day east — **T15**, 1 day
south — **V09**, 1 day west — **E15**, 1 day

**T15.** You are just off the shore of a large island of the Kingdom of Ierendi. The island's shoreline runs off to the north and south. Another island of the kingdom lies to the north. If you land on the island before you, read entry **E12**.
north — **T2**, 1 day
south — **V19**, 1 day west — **T14**, 1 day

**T16.** You are just outside the city of Ierendi on an island of the Kingdom of Ierendi. The island's shoreline runs off to the north. Another island of the kingdom lies to the south. You may dock at the city (entry **U4**).

You may sail the trade routes toward the Malpheggi Swamp (*captain aboard* — entry **C12**, 3 days; *no captain aboard* — entry **T4**, 1 day).

You may sail the trade routes to the fishing village (*captain aboard* — entry **T6**, 3 days; *no captain aboard* — **T17**, 1 day).

You may sail south (entry **V29**, 1 day).

**T17.** You are just off the shore of an island of the Kingdom of Ierendi. Other islands of the kingdom lie to the north and east. The city of Ierendi rises to the west. If you land on the island before you, read entry **E12**.
north — **T4**, 1 day east — **T18**, 1 day
south — **V39**, 1 day west — **T16**, 1 day

**T18.** You are just off the shore of an island of the Kingdom of Ierendi. Other islands of the kingdom lie to the north, south, and west. If you land on the island before you, read entry **E12**.
north — **T5**, 1 day east — **T19**, 1 day
south — **V49**, 1 day west — **T17**, 1 day

**T19.** A fishing village on an island of the Kingdom of Ierendi lies to the north. Another of the kingdom's islands lies to the south and west. An island of the Minrothad Guilds lies to the east.
north — **T6**, 1 day east — **T20**, 1 day
south — **V59**, 1 day west — **T18**, 1 day

**T20.** You are just off the coast of an island of the Minrothad Guilds. The city of Minrothad rises to the east. Another guild island lies to the south. If you land on the island before you, read entry **E13**.
north — **T7**, 1 day east — **T21**, 1 day
south — **V69**, 1 day west — **T19**, 1 day

**T21.** You are just outside the city of Minrothad. Other guild islands lie to the north, south, and west. You may dock at the city (entry **U4**).

You may sail the trade routes toward Specularum (*captain aboard* — entry **C2**, 3 days; *no captain aboard* — entry **T20**, 1 day).

You may sail the trade routes toward the Kingdom of Ierendi fishing village (*captain aboard* — entry **T6**, 3 days; *no captain aboard* - entry **T20**, 1 day).

You may sail the trade routes toward Kerendas (*captain aboard* — entry **C5**, 4 days; *no captain aboard* — entry **T9**, 2 days).

You may sail the trade routes toward Thyatis (*captain aboard* — entry **C11**, 4 days; *no captain aboard* — entry **T9**, 2 days).

You may sail the trade routes to the Minrothad Guilds fishing village (*captain aboard* — entry **V99**, 3 days; *no captain aboard* — entry **V89**, 2 days).
north — **T8**, 1 day east — **T20**, 1 day
south — **V79**, 1 day west — **T22**, 1 day

**T22.** Islands of the Minrothad Guilds lie to the north, east, and south. The city of Minrothad rises to the west on another island.
north — **T9**, 1 day east — **T23**, 1 day
south — **V89**, 1 day west — **T21**, 1 day

**T23.** You are just off the shore of an island of the Minrothad Guilds. Other guild islands lie to the north and south. A fishing village lies on an island to the south. Another fishing village lies to the east on the Empire of Thyatis peninsula. If you land on the island before you, read entry **E13**.
north — **T10**, 1 day east — **C18**, 1 day
south — **V99**, 1 day west — **T22**, 1 day

**T24.** You are just off the shore of the Empire of Thyatis peninsula. You may land on the peninsula (entry **E14**).

You may sail north along the coast to Tel Akbir (entry **C17**, 2 days).

You may sail north and west along the coast to Thyatis (entry **C11**, 2 days).

You may sail east away from the coast (entry **T25**, 1 day).

You may sail south to a fishing village (entry **V119**, 1 day).

**T25.** Islands of the Empire of Thyatis lie to the east and south.
north — **T11**, 1 day east — **T26**, 1 day
south — **V129**, 1 day west — **T24**, 1 day

**T26.** You are just off the shore of an island of the Empire of Thyatis. A storm approaches from the east. Another island of the empire lies to the south. If you land on the island before you, read entry **E14**.
north — **T12**, 1 day east — **T27**, 1 day
south — **V139**, 1 day west — **T25**, 1 day

**T27.** A terrible storm has swept in from the east. Whitecaps race before the squall. Read entry **V110**.

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**T28.** You are just outside Zeaburg. You may dock here (entry **U4**).

You may sail the trade routes toward Norrvik (*captain aboard* — entry **C28**, 3 days; *no captain aboard* — entry **E15**, 3 days).

You may sail the trade routes toward Soderfjord (*captain aboard* — entry **C23**, 4 days; *no captain aboard* — entry **E15**, 3 days).

You may sail away from the trade routes (entry **E15**, 3 days).

### Voyage entries

**Order of events.** Follow this sequence for each voyage entry you read:

*1.* Read the entry you have chosen. Before going on to the next entry, allow your character and his party to study and change any spells that they wish. Note any spell changes on your character sheet. If you want, you may record any distinguishing features about this location in your ship's log.

*2.* Check to see if your party encounters a wandering monster. Roll 1d6. If you roll a 6, you encounter a monster. Go to Table 1 and roll 1d8+9.

If your party encounters no monsters, skip to step *4.*

*3.* Go to the interaction sequence to resolve the wandering monster encounter.

*4.* If you have a navigator aboard, skip to step *5.* If you have no navigator aboard, you must check to see if your party becomes lost.

Roll 1d6. On a roll of 1, your party becomes lost. If you do not roll a 1, skip to step *5.*

Check to see if your current sea entry tells you where to go if you become lost. If it doesn't, decide which direction in which you want to try to go.

If you go north, subtract 9 from your current sea entry number and go to the new sea entry. If you go south, subtract 10 from your current sea entry number and go to the new sea entry. If you go east or west, stay at your current sea entry.

*5.* Choose your next sea or land entry from the choices given in your current sea entry.

If you are drifting, subtract 10 from your current sea entry number and go to the new sea entry.

*6.* Go to your Expedition Record Sheet. Unless an entry directs otherwise, subtract 1 day from the Days Remaining column. You should also subtract 1 ration per party member from the Rations column.

*7.* As long as you are reading voyage (V) entries, repeat this process. Go back to step *1.*

**V01, V02.** Your vessel is smashing against the rocks of the Dragon's Teeth Reef. If you are aboard a ship, the reef tears away the bottom of the ship. You lose all rations and treasure. If you are drifting on wreckage, nothing else happens.

If your Armor Class is 4 or lower, read entry **V134**. If your Armor Class is higher than 4, read entry **V132**.

**V03, V04, V05, V06.** Your vessel is smashing against the rocks of the Dragon's Teeth Reef. If you are aboard a ship, the reef tears away the bottom of the ship. You lose all rations and treasure. If you are drifting on wreckage, nothing else happens.

If your Armor Class is 4 or lower, read entry **V135**. If your Armor Class is higher than 4, read entry **V131**.

**V07.** Your vessel is smashing against the rocks of the Dragon's Teeth Reef. If you are aboard a ship, the reef tears away the bottom of the ship. You lose all rations and treasure. If you are drifting on wreckage, nothing else happens. Read entry **V10**.

**V08, V09.** Your vessel is smashing against the rocks of the Dragon's Teeth Reef. If you are aboard a ship, the reef tears away the bottom of the ship. You lose all rations and treasure. If you are drifting on wreckage, nothing else happens.

If your Armor Class is 4 or lower, read entry **V136**. If your Armor Class is higher than 4, read entry **V100**.

**V10.** Roll 3d6. If the total is greater than your Dexterity score, you're unable to remove your heavy armor before drowning. Read action **29**.

If the dice roll total is less than or equal to your Dexterity score, you're able to remove your armor. You also lose your shield (if you had one), and you float to the surface. You are unconscious, and your Armor Class is now 9. You've lost your entire party. Subtract all party members from the NPC Party Chart. Read action **119**.

**V11.** Your vessel is smashing against the rocks of the Dragon's Teeth Reef. If you are aboard a ship, the reef tears away the bottom of the ship. You lose all rations and treasure. If you are drifting on wreckage, nothing else happens.

If your Armor Class is 4 or lower, read entry **V134**. If your Armor Class is higher than 4, read entry **V132**.

**V12.** You are sailing just off the shore of a small, tropical coral island. The sound of surf roars to the west and south. Paco says, "Skeleton key!" If you land on the island, read entry **E8**.

north — **V13**, 1 day  east — **V22**, 1 day
south — **V11**, 1 day  west — **V02**, 1 day

**V13.** A small tropical island lies to the south. The sound of surf roars to the west. Paco chirps, "Breaker, breaker. Bad water!"

north — **V14**, 1 day  east — **V23**, 1 day
south — **V12**, 1 day  west — **V03**, 1 day

**V14.** A small tropical island rises to the west. Surf pounds against its shores. Paco flaps his wings and whistles, "Big reef! Danger!"

north — **V15**, 1 day  east — **V24**, 1 day
south — **V13**, 1 day  west — **V04**, 1 day

Voyage entry order of events:
1. Read entry.
2. Check for wandering monsters.
3. Go to the interaction sequence if you do encounter monsters.
4. If you have no navigator, check to see if you become lost.
5. Go to your next sea or land entry.
6. Subtract 1 days' time and rations from your Expedition Record Sheet.
7. Repeat the order of events if you are still reading voyage (V) entries.

## Sea encounters

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**V15.** Small tropical islands lie to the east and west. The sound of pounding surf comes from the west. Paco squawks, "Dragon's teeth!"
north — **V16**, 1 day east — **V25**, 1 day
south — **V14**, 1 day west — **V05**, 1 day

You may want to make notes about what you encounter at a specific entry.

**V16.** Surf roars to the north and west. Paco hides his head under his wing and mutters, "Sharp rocks."
north — **V17**, 1 day east — **V26**, 1 day
south — **V15**, 1 day west — **V06**, 1 day

**V17, V18.** Your vessel is smashing against the rocks of the Dragon's Teeth Reef. If you are aboard a ship, the reef tears away the bottom of the ship. You lose all rations and treasure. If you are drifting on wreckage, nothing else happens.

If your Armor Class is 4 or lower, read entry **V136**. If your Armor Class is higher than 4, read entry **V100**.

**V19.** You are just off the southern shore of a large island of the Kingdom of Ierendi. To the east lies another of the kingdom's islands. The roar of surf rises to the south. If you land on the island before you, read entry **E12**.
north — **T15**, 1 day east — **V29**, 1 day
south — **V18**, 1 day west — **V09**, 1 day

**V20, V21.** Your vessel is smashing against the rocks of the Dragon's Teeth Reef. If you are aboard a ship, the reef tears away the bottom of the ship. You lose all rations and treasure. If you are drifting on wreckage, nothing else happens.

If your Armor Class is 4 or lower, read entry **V137**. If your Armor Class is higher than 4, read entry **V133**.

**V22.** A tropical coral island lies to the west. The sound of surf roars to the south. Paco screeches, "Bad sound. Danger!"
north — **V23**, 1 day east — **V32**, 1 day
south — **V21**, 1 day west — **V12**, 1 day

**V23.** A small tropical island lies to the east.
north — **V24**, 1 day east — **V33**, 1 day
south — **V22**, 1 day west — **V13**, 1 day

You may want to map portions of the sea while you are voyaging.

**V24.** A small tropical island lies to the north.
north — **V25**, 1 day east — **V34**, 1 day
south — **V23**, 1 day west — **V14**, 1 day

**V25.** You are just off the shore of a small tropical island. Paco announces, "Insect Island." If you land on the island, read entry **E4**.
north — **V26**, 1 day east — **V35**, 1 day
south — **V24**, 1 day west — **V15**, 1 day

**V26.** A small tropical island lies to the south.
north — **V27**, 1 day east — **V36**, 1 day
south — **V25**, 1 day west — **V16**, 1 day

**V27.** To the north lies an island of the Kingdom of Ierendi.
north — **V28**, 1 day east — **V37**, 1 day
south — **V26**, 1 day west — **V17**, 1 day

**V28.** You are just off the shore of an island of the Kingdom of Ierendi. Other islands of the kingdom lie to the north and east. The roar of surf rises to the west. If you land on the island before you, read entry **E12**.
north — **V29**, 1 day east — **V38**, 1 day
south — **V27**, 1 day west — **V18**, 1 day

**V29.** You are just off the shore of an island of the Kingdom of Ierendi. Other islands of the kingdom lie to the east, south, and west. The city of Ierendi lies to the north. If you land on the island before you, read entry **E12**.
north — **T16**, 1 day east — **V39**, 1 day
south — **V28**, 1 day west — **V19**, 1 day

**V30.** You are just off the shore of an island in the Thanegioth Archipelago. The island's shoreline runs off to the east. Surf pounds on a reef to the west. Paco says, "Dread Isle." If you land on the isle, read entry **E11**.
north — **V31**, 1 day east — **V40**, 1 day
west — **V20**, 1 day

**V31.** An island of the Thanegioth Archipelago lies to the south. The sound of surf roars to the west. Paco whispers, "Dragon's Teeth."
north — **V32**, 1 day east — **V41**, 1 day
south — **V30**, 1 day west — **V21**, 1 day

**V32.** A small tropical island lies to the north.
north — **V33**, 1 day east — **V42**, 1 day
south — **V31**, 1 day west — **V22**, 1 day

**V33.** You are just off the shore of a small tropical island. Paco screeches, "Spider Isle!" If you land on the island, read entry **E6**.
north — **V34**, 1 day east — **V43**, 1 day
south — **V32**, 1 day west — **V23**, 1 day

**V34.** A small tropical island lies to the south.
north — **V35**, 1 day east — **V44**, 1 day
south — **V33**, 1 day west — **V24**, 1 day

**V35.** A small tropical island lies to the west.
north — **V36**, 1 day east — **V45**, 1 day
south — **V34**, 1 day west — **V25**, 1 day

**V36.** A stiff sea breeze blows from the east.
north — **V37**, 1 day east — **V46**, 1 day
south — **V35**, 1 day west — **V26**, 1 day

**V37.** An island of the Kingdom of Ierendi lies to the north, and a small tropical island lies to the east.
north — **V38**, 1 day east — **V47**, 1 day
south — **V36**, 1 day west — **V27**, 1 day

**V38.** You are just off the shore of an island of the Kingdom of Ierendi. Another of the kingdom's islands lies to the west. If you land on the island before you, read entry **E12**.
north — **V39**, 1 day east — **V48**, 1 day
south — **V37**, 1 day west — **V28**, 1 day

**V39.** Islands of the Kingdom of Ierendi surround you at

all points of the compass.
north — **T17**, 1 day east — **V49**, 1 day
south — **V38**, 1 day west — **V29**, 1 day

**V40.** You are just off the shore of an island in the Thanegioth Archipelago. The island's shoreline stretches off to the west. Another island of the archipelago lies to the east. Paco squawks, "Isle of Dread!" If you land on the isle before you, read entry **E11**.
north — **V41**, 1 day east — **V50**, 1 day
west — **V30**, 1 day

**V41.** An island in the Thanegioth Archipelago lies to the south.
north — **V42**, 1 day east — **V51**, 1 day
south — **V40**, 1 day west — **V31**, 1 day

Voyage entry order of events:
1. Read entry.
2. Check for wandering monsters.
3. Go to the interaction sequence if you do encounter monsters.
4. If you have no navigator, check to see if you become lost.
5. Go to your next sea or land entry.
6. Subtract 1 days' time and rations from your Expedition Record Sheet.
7. Repeat the order of events if you are still reading voyage (V) entries.

**V42.** Salty breezes from the east gently rock your ship.
north — **V43**, 1 day east — **V52**, 1 day
south — **V41**, 1 day west — **V32**, 1 day

**V43.** A small tropical island lies to the west.
north — **V44**, 1 day east — **V53**, 1 day
south — **V42**, 1 day west — **V33**, 1 day

**V44.** Cool breezes from the east ripple your sails.
north — **V45**, 1 day east — **V54**, 1 day
south — **V43**, 1 day west — **V34**, 1 day

**V45.** Steady easterly winds stir your sails.
north — **V46**, 1 day east — **V55**, 1 day
south — **V44**, 1 day west — **V35**, 1 day

**V46.** A small tropical island lies to the north.
north — **V47**, 1 day east — **V56**, 1 day
south — **V45**, 1 day west — **V36**, 1 day

**V47.** You are just off the shore of a small tropical island. "Termite Atoll!" Paco screeches. If you land on the island, read entry **E1**.
north — **V48**, 1 day east — **V57**, 1 day
south — **V46**, 1 day west — **V37**, 1 day

**V48.** Islands of the Kingdom of Ierendi lie to the north and west. A small tropical island lies to the south.
north — **V49**, 1 day east — **V58**, 1 day
south — **V47**, 1 day west — **V38**, 1 day

**V49.** You are just off the shore of an island of the Kingdom of Ierendi. Another island of the kingdom lies to the north and east. If you land on the island before you, read entry **E12**.
north — **T18**, 1 day east — **V59**, 1 day
south — **V48**, 1 day west — **V39**, 1 day

**V50.** You are just off the shore of an island of the Thanegioth Archipelago. Other islands of the archipelago lie to the east and west. If you land on the island before you, read entry **E10**.
north — **V51**, 1 day east — **V60**, 1 day
west — **V40**, 1 day

**V51.** Sharp easterly winds stiffen your sails.
north — **V52**, 1 day east — **V61**, 1 day
south — **V50**, 1 day west — **V41**, 1 day

**V52.** Your ship glides easily through the smooth waters, its sails full.
north — **V53**, 1 day east — **V62**, 1 day
south — **V51**, 1 day west — **V42**, 1 day

**V53.** An empty horizon surrounds you as breezes from the east rustle your sails.
north — **V54**, 1 day east — **V63**, 1 day
south — **V52**, 1 day west — **V43**, 1 day

**V54.** A small tropical island lies to the east.
north — **V55**, 1 day east — **V64**, 1 day
south — **V53**, 1 day west — **V44**, 1 day

**V55.** Seagulls carried by stiff easterly winds wheel and glide about your mast.
north — **V56**, 1 day east — **V65**, 1 day
south — **V54**, 1 day west — **V45**, 1 day

**V56.** A strong sun warms you as the choppy sea pitches your ship forward.
north — **V57**, 1 day east — **V66**, 1 day
south — **V55**, 1 day west — **V46**, 1 day

**V57.** A small tropical island lies to the west.
north — **V58**, 1 day east — **V67**, 1 day
south — **V56**, 1 day west — **V47**, 1 day

**V58.** An island of the Kingdom of Ierendi lies to the north.
north — **V59**, 1 day east — **V68**, 1 day
south — **V57**, 1 day west — **V48**, 1 day

**V59.** You are just off the shore of an island of the Kingdom of Ierendi. An island of the Minrothad Guilds lies to the east. Another island of the Kingdom of Ierendi lies to the west. If you land on the island before you, read entry **E12**.
north — **T19**, 1 day east — **V69**, 1 day
south — **V58**, 1 day west — **V49**, 1 day

**V60.** You are just off the shore of an island in the Thanegioth Archipelago. Other islands of the archipelago lie to the east and west. If you land on the island before you, read entry **E10**.
north — **V61**, 1 day east — **V70**, 1 day
west — **V50**, 1 day

**V61.** Sharp winds blow from the east.
north — **V62**, 1 day east — **V71**, 1 day
south — **V60**, 1 day west — **V51**, 1 day

**V62.** A small tropical island lies to the east.
north — **V63**, 1 day east — **V72**, 1 day
south — **V61**, 1 day west — **V52**, 1 day

**V63.** A small tropical island lies to the north.
north — **V64**, 1 day east — **V73**, 1 day
south — **V62**, 1 day west — **V53**, 1 day

**V64.** You are just off the shore of a small tropical island.

## Sea encounters



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"No name," spouts Paco. If you land on the island, read entry **E5**.

north — **V65**, 1 day
east — **V74**, 1 day
south — **V63**, 1 day
west — **V54**, 1 day

**V65.** A small tropical island lies to the south.

north — **V66**, 1 day
east — **V75**, 1 day
south — **V64**, 1 day
west — **V55**, 1 day

**V66.** A steady easterly wind rocks your ship.

north — **V67**, 1 day
east — **V76**, 1 day
south — **V65**, 1 day
west — **V56**, 1 day

**V67.** Empty, cloudless horizons surround your ship.

north — **V68**, 1 day
east — **V77**, 1 day
south — **V66**, 1 day
west — **V57**, 1 day

**V68.** An island of the Minrothad Guilds lies to the north.

north — **V69**, 1 day
east — **V78**, 1 day
south — **V67**, 1 day
west — **V58**, 1 day

**V69.** You are just off the shore of an island in the Minrothad Guilds. Other guild islands lie to the north and east. An island of the Kingdom of Ierendi lies to the west. If you land on the island before you, read entry **E13**.

north — **T20**, 1 day
east — **V79**, 1 day
south — **V68**, 1 day
west — **V59**, 1 day

**V70.** You are just off the shore of an island in the Thanegioth Archipelago. Other islands of the archipelago lie to the east and west. If you land on the island before you, read entry **E10**.

north — **V71**, 1 day
east — **V80**, 1 day
west — **V60**, 1 day

**V71.** A small tropical island lies to the north.

north — **V72**, 1 day
east — **V81**, 1 day
south — **V70**, 1 day
west — **V61**, 1 day

**V72.** You are just off the shore of a tropical island. Paco flaps his wings and announces, "Pirate Rock." If you land on this rock, read entry **E9**.

north — **V73**, 1 day
east — **V82**, 1 day
south — **V71**, 1 day
west — **V62**, 1 day

**V73.** A small tropical island lies to the south.

north — **V74**, 1 day
east — **V83**, 1 day
south — **V72**, 1 day
west — **V63**, 1 day

**V74.** A small tropical island lies to the west.

north — **V75**, 1 day
east — **V84**, 1 day
south — **V73**, 1 day
west — **V64**, 1 day

**V75.** Cool winds from the east fill your sails.

north — **V76**, 1 day
east — **V85**, 1 day
south — **V74**, 1 day
west — **V65**, 1 day

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**V76.** All through the day Paco repeats, "Minro north, pirate south."
north — **V77**, 1 day east — **V86**, 1 day
south — **V75**, 1 day west — **V66**, 1 day

**V77.** The horizons are clear for as far as you can see.
north — **V78**, 1 day east — **V87**, 1 day
south — **V76**, 1 day west — **V67**, 1 day

**V78.** An island of the Minrothad Guilds lies to the north.
north — **V79**, 1 day east — **V88**, 1 day
south — **V77**, 1 day west — **V68**, 1 day

**V79.** You are just off the shore of an island in the Minrothad Guilds. The city of Minrothad lies to the north. Other guild islands lie to the east and west. If you land on the island before you, read entry **E13**.
north — **T21**, 1 day east — **V89**, 1 day
south — **V78**, 1 day west — **V69**, 1 day

**V80.** You are just off the shore of an island in the Thanegioth Archipelago. The island's shoreline runs off to the east. If you land on the island before you, read entry **E10**.
north — **V81**, 1 day east — **V90**, 1 day
west — **V70**, 1 day

**V81.** An island of the Thanegioth Archipelago lies to the south. The wind carries a grinding sound from the east. Paco covers his head with a wing and screeches, "Whirlpool!" If you are adrift, read entry **V91**.
north — **V81**, 1 day east — **V91**, 1 day
south — **V90**, 1 day west — **V70**, 1 day

**V82.** A small tropical island lies to the west.
north — **V83**, 1 day east — **V92**, 1 day
south — **V81**, 1 day west — **V72**, 1 day

**V83.** The water here is muddy and dark.
north — **V84**, 1 day east — **V93**, 1 day
south — **V82**, 1 day west — **V73**, 1 day

**V84.** Paco chirps, "No name west."
north — **V85**, 1 day east — **V94**, 1 day
south — **V83**, 1 day west — **V74**, 1 day

**V85.** Paco squeaks, "Insects west. Danger south."
north — **V86**, 1 day east — **V95**, 1 day
south — **V84**, 1 day west — **V75**, 1 day

**V86.** Looking east, Paco chirps, "East key, east."
north — **V87**, 1 day east — **V96**, 1 day
south — **V85**, 1 day west — **V76**, 1 day

**V87.** "Eddy west!" Paco says.
north — **V88**, 1 day east — **V97**, 1 day
south — **V86**, 1 day west — **V77**, 1 day

**V88.** An island of the Minrothad Guilds lies to the north and east.
north — **V89**, 1 day east — **V98**, 1 day
south — **V87**, 1 day west — **V78**, 1 day

**V89.** You are just off the shore of an island in the Minrothad Guilds. The island's shoreline runs off to the east. Another guild island lies to the west. If you land on the island before you, read entry **E13**.
north — **T22**, 1 day
south — **V88**, 1 day west — **V79**, 1 day

**V90.** You are just off the shore of an island in the Thanegioth Archipelago. The island's shoreline runs off to the west. Huge storm clouds fill the eastern sky. A steady grinding sound comes from the north. Paco covers his head with a wing and shrieks, "Maelstrom. Beware!" If you are adrift, read entry **V91**. If you land on the island before you, read entry **E10**.
north — **V91**, 1 day east — **V101**, 1 day
west — **V90**, 1 day

**V91.** Strong currents draw you into a shattered mass of flotsam, which swirls around the center of a massive whirlpool. If you are on a ship, the ship's hull is crushed, and you are dragged down into the whirlpool. If you are drifting on wreckage, you are pulled into the swirling mass.

Shredded sails and snapped ropes whip around in the vortex, preventing you from flying or levitating away. You sink swiftly into the swirling waters.

You lose your ship, treasure, and party members to the whirlpool. Soon the deadly waters begin dragging you under. You may enter one last note in your ship's log before Paco snatches it from your hand, and tries to fly off toward Specularum.

You have been defeated. If you want to start over using a new character, read action **29**.

**V92.** The noise of grinding turmoil rises from the south. "Nasty circles!" Paco says. If you are adrift, read entry **V91**.
north — **V83**, 1 day east — **V92**, 1 day
south — **V91**, 1 day west — **V81**, 1 day

**V93.** A great gray cloud looms over the ocean to the east.
north — **V94**, 1 day east — **V103**, 1 day
south — **V92**, 1 day west — **V83**, 1 day

**V94.** "You're getting warm!" Paco chirps.
north — **V95**, 1 day east — **V104**, 1 day
south — **V93**, 1 day west — **V84**, 1 day

**V95.** Paco cocks his head to one side and chortles, "Storm east. Danger south. We go home?"
north — **V96**, 1 day east — **V105**, 1 day
south — **V94**, 1 day west — **V85**, 1 day

**V96.** "Too quiet." Paco mutters.
north — **V97**, 1 day east — **V106**, 1 day
south — **V95**, 1 day west — **V86**, 1 day

**V97.** An island of the Minrothad Guilds lies to the north.
north — **V98**, 1 day east — **V107**, 1 day
south — **V96**, 1 day west — **V87**, 1 day

Voyage entry order of events:
1. Read entry.
2. Check for wandering monsters.
3. Go to the interaction sequence if you do encounter monsters.
4. If you have no navigator, check to see if you become lost.
5. Go to your next sea or land entry.
6. Subtract 1 days' time and rations from your Expedition Record Sheet.
7. Repeat the order of events if you are still reading voyage (V) entries.

You may want to make notes about what you encounter at a specific entry.

## Sea encounters



SHIP'S LOG

**V98.** You are just off the shore of an island of the Minrothad Guilds. The island's shoreline runs off to the north. The Empire of Thyatis peninsula lies to the east. If you land on the island before you, read entry **E13**.

north — **V99**, 1 day east — **V108**, 1 day
south — **V97**, 1 day west — **V88**, 1 day

**V99.** You are just off the shore of a village in the Minrothad Guilds. Another guild island lies to the north. The Empire of Thyatis peninsula lies to the east. To the south and west lies more shoreline. If you dock at the village, read entry **U1**.

north — **T23**, 1 day east — **V109**, 1 day
south — **V98**, 1 day west — **V89**, 1 day

**V100.** Roll 3d6. If the total is greater than your Constitution score, you're unable to swim the distance to the nearest island. You pass out from exhaustion. Read action **119**.

If the dice roll total is less than or equal to your Constitution score, you can swim to the nearest island. Read entry **V138**.

**V101.** Storm clouds approach from the east and south. The sound of grinding and creaking comes from the west. Paco barks, "Flee east. Sail north." If you are adrift, read entry **V91**.

north — **V92**, 1 day east — **V112**, 1 day
south — **V101**, 1 day west — **V91**, 1 day

**V102.** A massive gray cloud appears on the horizon to the north. Paco flaps his wings and screeches, "Doom and despair. Death and bad air!"

north — **V103**, 1 day east — **V112**, 1 day
south — **V101**, 1 day west — **V92**, 1 day

**V103.** You have entered a dense gray cloud of dust and gases, which seems to be coming from a mountain to the east. You must make a saving throw vs. poison. If you fail, read action **29**.

If you succeed, roll a saving throw vs. poison for each character class represented in your party. If a character class fails a saving throw, subtract all defeated party members from the NPC Party Chart. No additional harm comes to character classes whose saving throws succeed.

north — **V104**, 1 day east — **V113**, 1 day
south — **V102**, 1 day west — **V93**, 1 day

**V104.** A huge gray cloud rises up on the water to the south. Paco growls, "Bad air! Beware!"

north — **V105**, 1 day east — **V114**, 1 day
south — **V103**, 1 day west — **V94**, 1 day

**V105.** Paco flaps his wings and says, "Something's burning."

north — **V106**, 1 day east — **V115**, 1 day
south — **V104**, 1 day west — **V95**, 1 day

**V106.** Paco croaks, "Backwater eddy." If you are adrift, read entry **V116**.

north — **V106**, 1 day east — **V116**, 1 day
south — **V115**, 1 day west — **V95**, 1 day

**V107.** The Empire of Thyatis peninsula lies to the north. Paco mutters, "Round and round." If you are adrift, read entry **V106**.

north — **V98**, 1 day east — **V107**, 1 day
south — **V106**, 1 day west — **V96**, 1 day

**V108.** You are just off the shore of the Empire of Thyatis peninsula. The island's shoreline runs off to the north. The southern tip of the peninsula lies to the south. An island of the Minrothad Guilds lies to the west. If you land on the peninsula beside you, read entry **E14**.

north — **V109**, 1 day east — **V118**, 1 day
south — **V107**, 1 day west — **V98**, 1 day

**V109.** You are just off the shore of the Empire of Thyatis peninsula. A village lies to the north. The island's shoreline runs off to the south. A village on an island of the Minrothad Guilds rises off to the west. If you land on the peninsula beside you, read entry **E14**.

north — **C18**, 1 day
south — **V108**, 1 day west — **V99**, 1 day

**V110.** Violent winds roar in your ears. A hurricane is upon you! Roll percentile dice if you are aboard a ship. Subtract the number rolled from the ship's Hull points.

To determine where the hurricane blows you, roll 2d4 and add the numbers together. Roll 2d4 again and add the numbers together. The first total is the tens digit of the voyage (V) location you are blown to by the storm. The second total is the ones digit of the voyage location you are blown to by the storm.

If you are adrift, follow the same procedure to determine where the hurricane blows you.

**V111.** A terrible storm has swept in from the east. Whitecaps race before the squall. Read entry **V110**.

**V112.** Thunderheads approach from the southeast. A mountain stands to the north. A tall gray plume trails from its peak toward the west. "Thar she blows!" says Paco.

north — **V113**, 1 day east — **V120**, 1 day
south — **V111**, 1 day west — **V102**, 1 day

**V113.** You are just off the shore of the Burning Mountain. Thunderheads approach from the east. If you land on the mountain, read entry **E7**.

north — **V114**, 1 day east — **V121**, 1 day
south — **V112**, 1 day west — **V103**, 1 day

**V114.** Stormclouds are blowing in from the east. A mountain stands to the south. A gray cloud trails from its peak toward the west. Paco stretches his wings and crows, "Burning Mountain!"

north — **V115**, 1 day east — **V122**, 1 day
south — **V113**, 1 day west — **V104**, 1 day

**V115.** Stormclouds approach from the east.

north — **V116**, 1 day east — **V123**, 1 day

south — **V114**, 1 day west — **V105**, 1 day

**V116.** A small tropical island lies to the east. Thunderclouds rise on the northeast and southeast horizons. Paco announces, "Strange water." If you are adrift, read entry **V117**.

north — **V117**, 1 day east — **V125**, 1 day
south — **V123**, 1 day west — **V116**, 1 day

**V117.** The southern tip of the Empire of Thyatis peninsula lies to the north. Storm clouds are piling up on the eastern horizon. "Storm coming." Paco spouts. If you are adrift, read entry **V107**.

north — **V108**, 1 day east — **V128**, 1 day
south — **V117**, 1 day west — **V107**, 1 day

**V118.** You are just off the southern tip of the Empire of Thyatis peninsula. The peninsula's shoreline runs off to the north and west. A small island of the empire lies to the east. If you land on the tip, read entry **E14**.

north — **V119**, 1 day east — **V128**, 1 day
south — **V117**, 1 day west — **V108**, 1 day

**V119.** You are just off the shore of a village on the Empire of Thyatis peninsula. The peninsula's shoreline stretches off to the north and south. A long island of the empire lies to the east. If you dock at the village, read entry **U1**.

north — **T24**, 1 day east — **V129**, 1 day
south — **V118**, 1 day

**V120, V121, V122, V123, V124, V125.** A terrible storm has swept in from the east. Whitecaps race before the squall. Read entry **V110**.

**V126.** You are just off the shore of a small tropical island. Paco announces, "East key." Thunderheads approach from the north, east, and south. If you land on the island, read entry **E2**.

north — **V125**, 1 day east — **V124**, 1 day
south — **V123**, 1 day west — **V116**, 1 day

**V127.** A terrible storm has swept in from the east. Whitecaps race before the squall. Read entry **V110**.

**V128.** You are just off the shore of a small island of the Empire of Thyatis. Another small island of the empire lies to the north. Storm clouds approach from the east. The southern tip of the Empire of Thyatis peninsula lies to the west. If you land on the island before you, read entry **E14**.

north — **V129**, 1 day east — **V127**, 1 day
south — **V125**, 1 day west — **V118**, 1 day

**V129.** You are just off the shore of a long island of the Empire of Thyatis. Other small islands of the empire lie to the east. A village on the empire's peninsula rises to the west. If you land on the island before you, read entry **E14**.

north — **T25**, 1 day east — **V139**, 1 day
south — **V128**, 1 day west — **V119**, 1 day

**V130.** A terrible storm has swept in from the east. Whitecaps race before the squall. Read entry **V110**.

**V131.** Roll 3d6. If the total is greater than your Constitution score, you're unable to swim the distance to the nearest island. You pass out from exhaustion. Read action **119**.

If the dice roll total is less than or equal to your Constitution score, you can swim to the nearest island. Read entry **V140**.

**V132.** Roll 3d6. If the total is greater than your Constitution score, you're unable to swim the distance to the nearest island. You pass out from exhaustion. Read action **119**.

If the dice roll total is less than or equal to your Constitution score, you can swim to the nearest island. Read entry **V141**.

**V133.** Roll 3d6. If the total is greater than your Constitution score, you're unable to swim the distance to the nearest island. You pass out from exhaustion. Read action **119**.

If the dice roll total is less than or equal to your Constitution score, you can swim to the nearest island. Read entry **V142**.

**V134.** Roll 3d6. If the total is greater than your Dexterity score, you're unable to remove your heavy armor before drowning. Read action **29**.

If the dice roll total is less than or equal to your Dexterity score, you're able to remove your armor. You also lose your shield (if you had one), and you float to the surface. You are now Armor Class 9. Read entry **V132**.

**V135.** Roll 3d6. If the total is greater than your Dexterity score, you're unable to remove your heavy armor before drowning. Read action **29**.

If the dice roll total is less than or equal to your Dexterity score, you're able to remove your armor. You also lose your shield (if you had one), and you float to the surface. You are now Armor Class 9. Read entry **V131**.

**V136.** Roll 3d6. If the total is greater than your Dexterity score, you're unable to remove your heavy armor before drowning. Read action **29**.

If the dice roll total is less than or equal to your Dexterity score, you're able to remove your armor. You also lose your shield (if you had one), and you float to the surface. You are now Armor Class 9. Read entry **V100**.

**V137.** Roll 3d6. If the total is greater than your Dexterity score, you're unable to remove your heavy armor before drowning. Read action **29**.

If the dice roll total is less than or equal to your Dexterity score, you're able to remove your armor. You also lose your shield (if you had one), and you float to the surface. You are now Armor Class 9. Read entry **V133**.

**V138.** If you are alone, you reach the shore of an island. Read entry **E12**. If you are with a party, all party mem-

bers having an Armor Class of 4 or lower are lost. Subtract all clerics, fighters, and dwarves from the NPC Party Chart. You reach the shore accompanied by any surviving party members. Read entry **E12**.

**V139.** You are just off the shore of an island of the Empire of Thyatis. Other islands of the empire lie to the north and west. Thunderheads approach from the east and south. If you land on the island before you, read entry **E14**.

north — **T26**, 1 day
east — **V130**, 1 day
south — **V127**, 1 day
west — **V129**, 1 day

**V140.** If you are alone, you reach the shore of an island. Read entry **E3**. If you are with a party, all party members having an Armor Class of 4 or lower are lost. Subtract all clerics, fighters, and dwarves from the NPC Party Chart. You reach the shore accompanied by any surviving party members. Read entry **E3**.

**V141.** If you are alone, you reach the shore of an island. Read entry **E8**. If you are with a party, all party members having an Armor Class of 4 or lower are lost. Subtract all clerics, fighters, and dwarves from the NPC Party Chart. You reach the shore accompanied by any surviving party members. Read entry **E8**.

**V142.** If you are alone, you reach the shore of an island. Read entry **E11**. If you are with a party, all party members having an Armor Class of 4 or lower are lost. Subtract all clerics, fighters, and dwarves from the NPC Party Chart. You reach the shore accompanied by any surviving party members. Read entry **E11**.

**V143.** Record the last sea entry you read. If your ship has one or more lifeboats, read entry **V144**.

If your ship has no lifeboat, you are adrift, clinging to a piece of floating wreckage. You have no rations or treasure.

If you are with a party, all party members having 4 or fewer Hit Dice are lost. Subtract all normal men, thieves, elves, and halflings from the NPC Party Chart. All surviving party members are now adrift, clinging to flotsam. They have no treasure or rations. Return to the last sea entry you recorded.

**V144.** If your party has more than 10 members per lifeboat (including yourself), read entry **V145**. If your party has 10 or fewer members per lifeboat (including yourself), divide the number of members by the number of lifeboats. Round down to the nearest whole number. This number is how many party members escape to the lifeboat with you. The total cannot exceed 10. Read entry **V146**.

**V145.** Roll 3d6. If the total is greater than your Strength score, you are forced away from the lifeboat. You watch as the lifeboat floats out of sight. You are alone, drifting and clinging to a piece of wreckage. You have no rations or treasure. Return to the last sea entry recorded.

If the dice roll total is less than or equal to your Strength score, you and nine other party members make it into a lifeboat. Read entry **V146**.

**V146.** If there is more than one lifeboat, divide all rations and treasure by the number of lifeboats. Equal shares are loaded in each lifeboat. Before you can raise your lifeboat's mast, any other lifeboats from your ship drift out of sight and are lost. Subtract all party members that are not aboard your lifeboat from the NPC Party Chart. Return to the last sea entry you recorded.

SHIP'S LOG

# EXPEDITION RECORD SHEET

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| Days Remaining | Rations | | Your Hit Points | Money & Treasure | | Hull Points | Current Sea Entry | Current Land Entry |
|---|---|---|---|---|---|---|---|---|
| | | | | Gold pieces | Unrefined gold | Ship- | | |
| | | | | | | | | |
| | | | | | | Lifeboat - 15 Hull points | | |
| | | | | | | | | |
| If you spend the day without fighting and you are injured, add 1 to your hit point score. | For each day that rations = 0, you lose 1 NPC. If NPC party, = 0, you lose 2 hit points. | | If your hit points = 0 you are defeated. Read action 29. | | | If hull points = 0 or less, read entry V143. | | |

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# COMBAT CHARTS

## ATTACKER CHART

| Number of Attackers | Attacker's Hit Dice: Up to 1 | 1+ to 2 | 2+ to 3 | 3+ to 4 | 4+ to 5 | 5+ to 6 | 6+ to 7 | 7+ to 8 | 8+ to 9 | 9+ to 11 | 11+ to 13 | 13+ to 15 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | A | B | C | D | E | F | G | H | J | K | L | M |
| 2-3 | B | C | D | E | F | G | H | J | K | L | M | N |
| 4-7 | C | D | E | F | G | H | J | K | L | M | N | P |
| 8-15 | D | E | F | G | H | J | K | L | M | N | P | Q |
| 16-31 | E | F | G | H | J | K | L | M | N | P | Q | R |
| 32-63 | F | G | H | J | K | L | M | N | P | Q | R | S |
| 64-127 | G | H | J | K | L | M | N | P | Q | R | S | T |
| 128-150 | H | J | K | L | M | N | P | Q | R | S | T | U |

## DEFENDER CHART

| Number of Defenders | Defender's Armor Class: 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 2-3 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
| 4-7 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| 8-15 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 |
| 16-31 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 |
| 32-63 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 64-127 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| 128-150 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |

## SINGLE COMBAT CHART

| Defender Chart Result | Attacker Chart Result: A | B | C | D | E | F | G | H | J | K | L | M | N | P | Q | R | S | T | U |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 2 | 7 | 11 | 16 | 22 | 29 | 37 | 46 | 56 | 67 | 79 | 92 | 106 | 121 | 137 | 154 | 172 | 191 | 211 | 232 |
| 3 | 4 | 7 | 11 | 16 | 22 | 29 | 37 | 46 | 56 | 67 | 79 | 92 | 106 | 121 | 137 | 154 | 172 | 191 | 211 |
| 4 | 2 | 4 | 7 | 11 | 16 | 22 | 29 | 37 | 46 | 56 | 67 | 79 | 92 | 106 | 121 | 137 | 154 | 172 | 191 |
| 5 | 1 | 2 | 4 | 7 | 11 | 16 | 22 | 29 | 37 | 46 | 56 | 67 | 79 | 92 | 106 | 121 | 137 | 154 | 172 |
| 6 | 0 | 1 | 2 | 4 | 7 | 11 | 16 | 22 | 29 | 37 | 46 | 56 | 67 | 79 | 92 | 106 | 121 | 137 | 154 |
| 7 | N | 0 | 1 | 2 | 4 | 7 | 11 | 16 | 22 | 29 | 37 | 46 | 56 | 67 | 79 | 92 | 106 | 121 | 137 |
| 8 | N | N | 0 | 1 | 2 | 4 | 7 | 11 | 16 | 22 | 29 | 37 | 46 | 56 | 67 | 79 | 92 | 106 | 121 |
| 9 | N | N | N | 0 | 1 | 2 | 4 | 7 | 11 | 16 | 22 | 29 | 37 | 46 | 56 | 67 | 79 | 92 | 106 |
| 10 | N | N | N | N | 0 | 1 | 2 | 4 | 7 | 11 | 16 | 22 | 29 | 37 | 46 | 56 | 67 | 79 | 92 |
| 11 | N | N | N | N | N | 0 | 1 | 2 | 4 | 7 | 11 | 16 | 22 | 29 | 37 | 46 | 56 | 67 | 79 |
| 12 | N | N | N | N | N | N | 0 | 1 | 2 | 4 | 7 | 11 | 16 | 22 | 29 | 37 | 46 | 56 | 67 |
| 13 | N | N | N | N | N | N | N | 0 | 1 | 2 | 4 | 7 | 11 | 16 | 22 | 29 | 37 | 46 | 56 |
| 14 | N | N | N | N | N | N | N | N | 0 | 1 | 2 | 4 | 7 | 11 | 16 | 22 | 29 | 37 | 46 |
| 15 | N | N | N | N | N | N | N | N | N | 0 | 1 | 2 | 4 | 7 | 11 | 16 | 22 | 29 | 37 |
| 16 | N | N | N | N | N | N | N | N | N | N | 0 | 1 | 2 | 4 | 7 | 11 | 16 | 22 | 29 |
| 17 | N | N | N | N | N | N | N | N | N | N | N | 0 | 1 | 2 | 4 | 7 | 11 | 16 | 22 |
| 18 | N | N | N | N | N | N | N | N | N | N | N | N | 0 | 1 | 2 | 4 | 7 | 11 | 16 |

## GROUP COMBAT CHART

| Defender Chart Result | Attacker Chart Result: A | B | C | D | E | F | G | H | J | K | L | M | N | P | Q | R | S | T | U |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 2 | 3/4 | 3/4 | A | A | A | A | A | A | A | A | A | A | A | A | A | A | A | A | A |
| 3 | 1/2 | 3/4 | 3/4 | A | A | A | A | A | A | A | A | A | A | A | A | A | A | A | A |
| 4 | 1/2 | 1/2 | 3/4 | 3/4 | A | A | A | A | A | A | A | A | A | A | A | A | A | A | A |
| 5 | 1/4 | 1/2 | 1/2 | 3/4 | 3/4 | A | A | A | A | A | A | A | A | A | A | A | A | A | A |
| 6 | 1/4 | 1/4 | 1/2 | 1/2 | 3/4 | 3/4 | A | A | A | A | A | A | A | A | A | A | A | A | A |
| 7 | N | 1/4 | 1/4 | 1/2 | 1/2 | 3/4 | 3/4 | A | A | A | A | A | A | A | A | A | A | A | A |
| 8 | N | N | 1/4 | 1/4 | 1/2 | 1/2 | 3/4 | 3/4 | A | A | A | A | A | A | A | A | A | A | A |
| 9 | N | N | N | 1/4 | 1/4 | 1/2 | 1/2 | 3/4 | 3/4 | A | A | A | A | A | A | A | A | A | A |
| 10 | N | N | N | N | 1/4 | 1/4 | 1/2 | 1/2 | 3/4 | 3/4 | A | A | A | A | A | A | A | A | A |
| 11 | N | N | N | N | N | 1/4 | 1/4 | 1/2 | 1/2 | 3/4 | 3/4 | A | A | A | A | A | A | A | A |
| 12 | N | N | N | N | N | N | 1/4 | 1/4 | 1/2 | 1/2 | 3/4 | 3/4 | A | A | A | A | A | A | A |
| 13 | N | N | N | N | N | N | N | 1/4 | 1/4 | 1/2 | 1/2 | 3/4 | 3/4 | A | A | A | A | A | A |
| 14 | N | N | N | N | N | N | N | N | 1/4 | 1/4 | 1/2 | 1/2 | 3/4 | 3/4 | A | A | A | A | A |
| 15 | N | N | N | N | N | N | N | N | N | 1/4 | 1/4 | 1/2 | 1/2 | 3/4 | 3/4 | A | A | A | A |
| 16 | N | N | N | N | N | N | N | N | N | N | 1/4 | 1/4 | 1/2 | 1/2 | 3/4 | 3/4 | A | A | A |
| 17 | N | N | N | N | N | N | N | N | N | N | N | 1/4 | 1/4 | 1/2 | 1/2 | 3/4 | 3/4 | A | A |
| 18 | N | N | N | N | N | N | N | N | N | N | N | N | 1/4 | 1/4 | 1/2 | 1/2 | 3/4 | 3/4 | A |

# NPC PARTY CHART

Use pencil

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| CHARACTER CLASS | CREW-MEMBERS | MARINERS | | | Armor Class (AC) Total | Hit Dice (HD) Total |
|---|---|---|---|---|---|---|
| | Rower/Sailor | Marine | Captain | Navigator | | |
| Normal man AC 6, HD 1 | | | | | | |
| Cleric AC 4, HD 6 | | | | | | |
| Fighter AC 2, HD 5 | | | | | | |
| Magic-User AC 9, HD 6 | | | | | | |
| Thief AC 7, HD 4 | | | | | | |
| Dwarf AC 4, HD 5 | | | | | | |
| Elf AC 6, HD 4 | | | | | | |
| Halfing AC 6, HD 4 | | | | | | |
| Total | | | | | | |

If the total number of NPCs in your party = 0, you are alone. If you are alone aboard a ship, you are adrift.

You may lead or send out a fighting party of either mariners or crew-members. The party cannot be made up of a mixture of mariners and crew-members. The number of party members you may lead or send out may be no more than a number equal to your Charisma score. For example, if your Charisma score is 14, you may lead or send out a fighting party of up to 14 NPCs (not counting yourself).

Determine your fighting party's Hit Dice by adding each member's Hit Dice and dividing the total by the number of members. If you are leading the party, be sure to include your Hit Dice before dividing the total.

Determine your fighting parrty's Armor Class by adding each member's Armor Class and dividing the total by the number of members. If you are leading the party, be sure to include your Armor Class before dividing the total.

ALL FRACTIONS ARE ROUNDED TO THE NEAREST WHOLE NUMBER. Round all numbers that end in .5 up to the next whole number.

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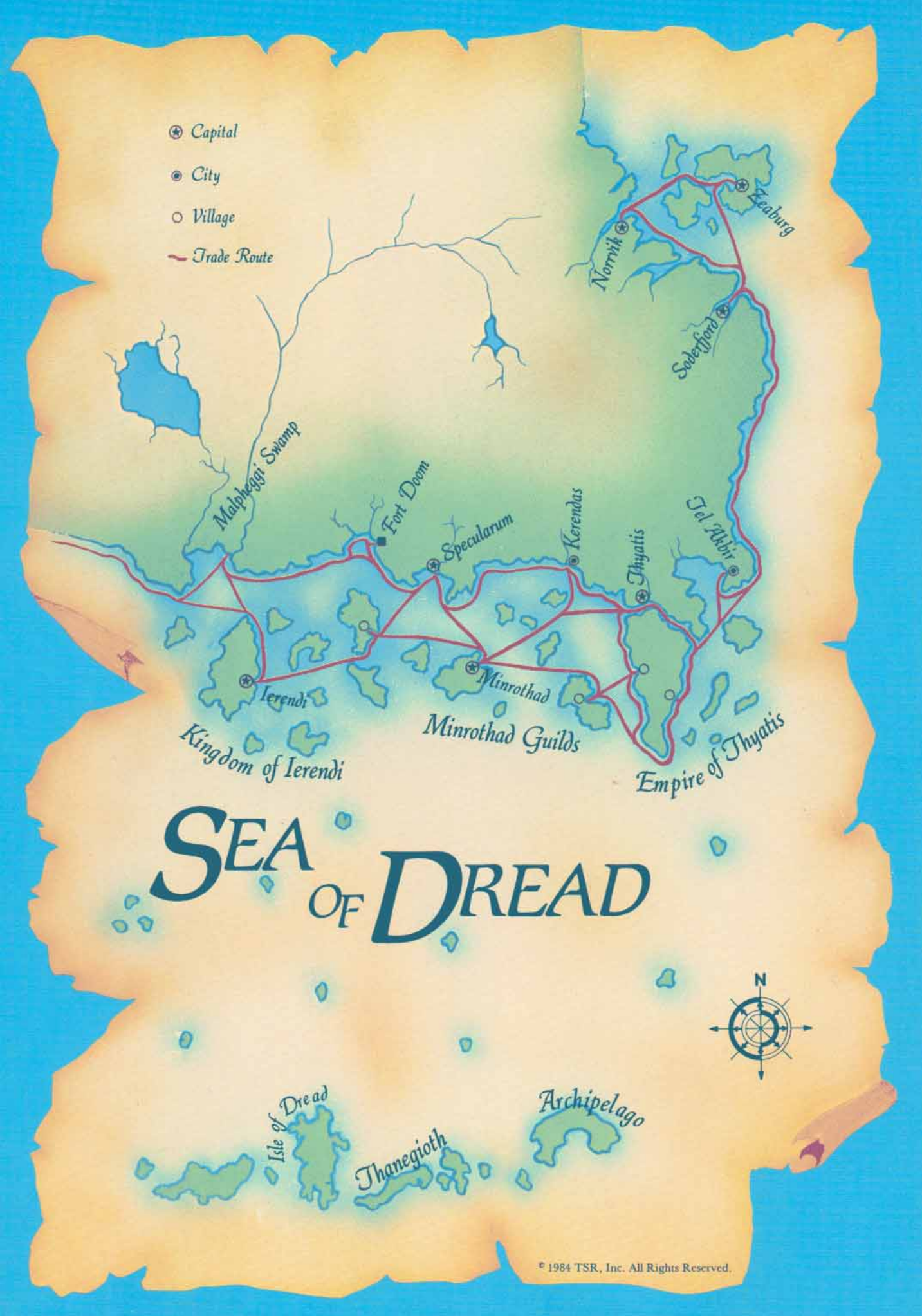


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# DUNGEONS & DRAGONS®

**Official Solo Adventure**

## Lathan's Gold

**by Merle M. Rasmussen**

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The baron himself has been kind enough to provide you with that answer: streams of raw gold gush from a burning mountain somewhere in the Sea of Dread. All you have to do is find this mysterious mountain.

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TSR, Inc.
POB 756
Lake Geneva,
WI 53147

TSR (UK) Ltd.
The Mill, Rathmore Road
Cambridge, CB14AD
United Kingdom

ISBN 0-88038-106-X
394-53805-6TSR0600

9082XXX1401